CONTRACT BRIDGE

MILTON · C · WORK

INCLUDING
THE NEW OFFICIAL LAWS

Cecil Dinsmore

SYNOPSIS OF

The Laws of Contract Bridge

As Adopted by The Whist Club, New York

TRICK VALUES

No Trumps 35; Spades 30; Hearts 30; Diamonds 20; Clubs 20; Doubling doubles trick values. Redoubling multiplies them by four.

GAME

A game is won when one side makes a contract score of 100 or more points. Of the tricks made, only those contracted for are scored in the contract score. All tricks made over and above those contracted for are scored in the honor score.

RUBBER

A rubber is ended when one side wins two games.

VULNERABLE

After a side wins one game they become "Vulnerable." Until a side win a game, they are "Not Vulnerable."

PREMIUMS

All premiums are scored in the honor score and are classified as follows:

Honors:	*Points*
4 in one hand	100
5 in one hand	150
4 aces in one hand in No Trumps	150
All other	None

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For Winning Final Game of Rubber:	*Points*
If a two-game rubber	700
If a three-game rubber	500
Making Contract:	
If Undoubled	None
If Doubled (When Declarer is Not Vulnerable)	50
(When Declarer is Vulnerable)	100
Extra Tricks:	
If Undoubled (When Declarer is Vulnerable or Not Vulnerable), per trick	50
If Doubled (When Declarer is Not Vulnerable), per trick	100
(When Declarer is Vulnerable), per trick	200
Slams Bid and Made:	
Little Slam (When Declarer is Not Vulnerable)	500
(When Declarer is Vulnerable)	750
Grand Slam (When Declarer is Not Vulnerable)	1000
(When Declarer is Vulnerable)	1500
Unbid Slams Made	None

Slam premiums are additional to all other premiums.
Doubling and redoubling do not alter slam premiums.

PENALTIES

Undertricks (Scored in Adversaries' honor score):	
If Undoubled (When Declarer is Not Vulnerable) per trick	50
If Undoubled (When Declarer is Vulnerable) for first trick	100
for subsequent tricks, per trick	200
If Doubled (When Declarer is Not Vulnerable) first two tricks, per trick	100
for third and fourth tricks, per trick	200
for subsequent tricks, per trick	400
If Doubled (When Declarer is Vulnerable) for the first trick	200
for subsequent tricks, per trick	400

Redoubling doubles the doubled premiums and penalties except those for slams.

Revoke

The revoke penalty for either side is the loss of two tricks for any player's first revoke. One hundred points penalty for each subsequent revoke by the same player.

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CONTRACT BRIDGE

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CONTRACT BRIDGE

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"AUCTION BRIDGE COMPLETE"
"BRIDGE POINTERS AND TESTS"
ETC.

INCLUDING

THE OFFICIAL LAWS OF CONTRACT BRIDGE

ADOPTED BY

THE WHIST CLUB, NEW YORK

AND BY

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I

INTRODUCTION

I

INTRODUCTION TO 2ND EDITION

The history of "Contract" in America, up to the present writing is briefly as follows. About fifteen years ago Americans returning from Europe described a new variation of Auction Bridge in which the Declarer was allowed to score "below the line" only the number of tricks bid for; odd tricks in excess of contract were scored in the honor column. Undertricks counted for the adversaries as in regular Bridge. Some Americans took kindly to the Contract idea, but they did not constitute an impressive percentage of the whole body of Bridge players; and about 1915, when The Whist Club (New York) was importuned to embody Contract provisions in its code as an alternative method of play, the Club, believing that the time had not arrived to codify Contract, declined to do so.

Nothing more was heard of Contract in this country until the summer of 1926, except reports that it was gaining popularity on the Continent (notably in Paris) and that it was making no great headway in England. But during the summer of 1926, Contract "broke out" in Newport and Southampton, and virtually eliminated all other card

games at those two resorts; in the ensuing fall it appeared in New York City and became immensely popular in certain rather restricted circles. By the beginning of 1927 the new Bridge variation was being played here and there in spots all over the country.

In April 1927, the First Edition of this book was published; since then Bridge history has been made with great rapidity. Contract, the stranger from abroad that knocked at our doors fifteen years ago and was turned away, has been received with steadily increasing cordiality by a considerable portion of American and Canadian Bridge players so that now it dwells in our midst, not as a guest of doubtful status, but as a recognized inhabitant.

At first quite a variety of Contract counts were proposed; but when the First Edition of this book appeared, it was quite apparent that only two of them had any chance of becoming the ultimate choice of this country. These two were the Bridge count (so-called because it retained Bridge values) which had been embodied in a code issued by The Knickerbocker Whist Club; and the count which received its first club endorsement from The Racquet Club of New York in which 35 for No Trump, 30 for a Major and 20 for a Minor were used. While the First Edition clearly indicated the preference of the author for the count with the high values, the standing of The Knickerbocker Whist Club and the wide influence which it properly exerts, necessitated a full statement of both counts, and the two were

given side by side. The First Edition had hardly appeared before convincing evidence began to accumulate that the players who deserted Bridge for Contract found the higher count more to their liking. By the end of May it was in almost universal use and the Bridge count was practically abandoned.

During the summer, The Whist Club (New York), the organization that has issued all American Bridge and Auction Bridge Laws, but which up to that time had deemed it too early to promulgate a Code of Contract Laws, determined that it was time to act and (subject to release on September 15th, 1927) it issued a complete Contract Code which was approved and adopted by The American Whist League and a large number of the leading clubs of the country, including The Knickerbocker Whist Club of New York. The Whist Club Code, which is given in full on pages 75–110, is sure to settle all questions as to the laws or counts of Contract—at least as far as the United States and Canada are concerned. The endorsement of The American Whist League and many of the representative social clubs in which the game has become popular, is a complete ratification; and it is safe to assume that the edict of The Whist Club will be universally accepted as final on this side of the Atlantic.

The Knickerbocker Whist Club by its graceful acceptance of the situation, withdrawal of its code and endorsement of The Whist Club Code, has gone far to avert differences in Contract procedure and to increase the popularity of the game. The Whist

Club Contract Code is in the main a re-adoption of its Auction Bridge Code of 1926 with the variations which are necessitated by Contract customs. It follows the popular trend by including the high counts and varies in but two unimportant points from the high-count game described in our First Edition. In the present edition no reference is made to any other count, as in a short time all other counts will be forgotten; as a matter of fact, The Whist Club has adopted (with a few slight variations) the count that was used during the summer of 1926 when the game obtained its first American foothold at Newport and Southampton, and which during the summer of 1927 (even before the action of The Whist Club was announced) was accepted as official by clubs and prominent players in all sections of the country.

The author finds it necessary to rewrite for this edition but little of what was said in the First Edition concerning bidding tactics. Much of his original advice was offered tentatively, it being based upon a limited trial; but the additional experience of the six months that have elapsed since the First Edition was drafted, seems to justify its reproduction with much greater confidence.

A distinct advantage of the system suggested herein is that it does not require any considerable rearrangement of the ideas already fixed in the minds of Bridge players, nor does it necessitate any arduous memorizing of tables, or the use of fractional values to which most players strenuously object because

they unnecessarily complicate the mastering of bidding principles. The system herein given is as logical as it is simple, it is stated as clearly and tersely as possible, and with but little argumentative support.

In respect to questions of play, there is little difference between the two games; and the sections of my *Auction Bridge Complete* devoted to the play of the older game will be of equal value to the players of Contract. The only real difference between the play of the two games lies in those hands in which at Bridge the contract is assured but game impossible, or in which game is assured but a slam impossible. With both of these types of hands, an extra trick in Bridge is comparatively unimportant for the Declarer. With three No Trumps assured and six impossible, he will not give himself any great concern about whether he wins three-odd or five-odd; he may even treat the "tricks immaterial" somewhat carelessly in that particular hand. But in Contract there is no let-up; no trick is "immaterial," every trick carries a substantial value and, while the fulfilling of the contract is the all-important consideration, the extra tricks count so heavily that, even when the contract is assured, they are tried forearnestly, not sacrificed carelessly. The Contract player, therefore, is straining for every trick in every hand from start to finish.

Our new pastime, which has borne various names, is christened by The New York Whist Club "Contract Bridge" and that doubtless will be its official title. The name of this book copies the official title,

but for the sake of brevity the game is called "Contract" in the text.

That a one-word title will survive is not a rash prediction; Whist and Bridge were popular names because of their brevity; *Auction Bridge* was too long to suit the public taste, and when old-fashioned Bridge died, its shorter name was adopted for its successor. For the immediate future, *Contract* will be the name generally accorded to the latest variation of Whist; although it is regrettable that popular usage should have coined *Contract* to mean a game while "contract" also means a detail of play in that game.

Should Contract ever completely supersede Bridge (a real but not immediate possibility), it is probable that history will repeat itself and that Contract will steal the name as well as the devotees of the game it has displaced; the public always will use a word of one syllable in preference to one of two. But as long as the two games continue side by side —and this may be the situation for years—there must be a difference in title; so the two names *Bridge* and *Contract* are probably destined to distinguish the two descendants of Grandfather Whist for a considerable time to come.

The courtesy of The Whist Club (New York) in permitting the publication herein of the full text of the Laws of Contract Bridge is gratefully acknowledged.

II

THE COUNT

II

THE COUNT

While there are of necessity marked differences between Bridge and Contract counts, many of which seem so radical that no similarity remains, the similarity really is there. Contract is a game of much larger values, but after all they are merely Bridge values amended and increased. It should be easy to explain the Contract count so that it will be readily understood by players familiar with Bridge but inexperienced in Contract.

The one outstanding feature in which Contract differs most radically from Bridge is the basic theory of Contract, viz., that Declarer may score below the line (toward game) only as many odd tricks as he has contracted to win; overtricks in excess of his contract (called "extra tricks" in the laws) being scored in his honor column. The trick-values of Contract are much higher than in Bridge; and the rubber score is correspondingly greater. Failure to make contract is penalized as in Bridge by allowing the adversaries to score above the line for each undertrick.

Slams (big and little—13 tricks and 12 tricks) carry a heavy bonus in Contract, but have to be bid to be counted. Only four Aces in one hand or four or five honors in one hand count as honors; the revoke penalty involves points as well as tricks

(points for a second revoke); and winning a rubber in two straight games produces a greater premium than winning two games out of three.

VULNERABILITY

An entirely new Contract feature, never heard of in Bridge, is "Vulnerability." A side is vulnerable when it has won a game; when the games stand one-all, both sides are vulnerable. An early proposal was to make the vulnerable feature optional; but vulnerability proved so popular that it was included in the code as obligatory. Vulnerability increases (frequently doubles) certain counts as compared with the counts of a non-vulnerable side. Trick values, the number of points to a game, game and rubber bonuses, revoke penalties and honors, are not affected by vulnerability; but the following are increased when a side is vulnerable: slam bonuses, bonuses for overtricks when doubled, and penalties for undertricks. That is, the vulnerable side enjoys increased bonuses, and suffers increased penalties;[1] when both sides are vulnerable, both are subject to these vicissitudes.

The restriction against scoring toward game more than the number of odd tricks contracted for, and the variation of the count, constitute the whole of

[1] Penalties for defeated contract (undertricks) incurred by a vulnerable side are increased and the opposing side, whether vulnerable or invulnerable, scores more than they would have received had the Declarer's side been invulnerable. Bonuses for overtricks won by a vulnerable Declarer who has been doubled are scored at greater values than are allowed to an invulnerable Declarer, regardless of whether the opposing side is vulnerable or invulnerable. In other words, it is only the vulnerability of Declarer which is taken into consideration.

the technical differences between Bridge and Contract. We will now examine the Contract count in detail.

TRICK VALUES

The values of the tricks at Contract are 20 for Clubs and Diamonds, 30 for Hearts and Spades, and 35 for No Trump. Game is 100 points; so that the customary Bridge ratio is preserved between odd tricks and game from love score: 3-odd at No Trump, 4-odd with a Major trump, 5-odd with a Minor. Doubling and redoubling multiply trick values by two and four respectively in Contract, the same as in Bridge.

These high trick-values are more consistent with the generally higher Contract counts than any small figures would be; and many find it easier to remember 20 for Minors, 30 for Majors and 35 for No Trump, than to keep in mind the five separate Bridge counts. A count of 40, instead of 35, for No Trump was favored by many, as it would materially simplify the scoring; but The Whist Club decided against it on the ground that in some cases it would put a partial score one trick nearer game. For example: from a partial score of 35 it takes four-odd of a Minor or three-odd of a Major to go game; from a score of 40, it would take only three-odd and two-odd respectively.

MAKING CONTRACT

In Contract, as in Bridge, there is a bonus for making a doubled contract; and abroad (but not

in this country) a bonus is allowed in Contract for making an undoubled contract.

The American bonus for making a contract is best shown by the following table:

BONUS FOR CONTRACT

	When Not Vulnerable	When Vulnerable
If undoubled	none	none
If doubled	50	100
If redoubled	100	200

OVERTRICKS

When the idea was first conceived of allowing Declarer to score toward game only the odd tricks contracted for, his tricks in excess of contract (overtricks[1]) merely were counted in the honor-column at their regular trick-value. This soon was changed, however, and now the American Code provides for a 50-point bonus for each overtrick, with doubling and redoubling, and a further "vulnerable" double. Under this characteristic Contract provision, a vulnerable Declarer playing a redoubled contract would receive 400 points for each trick he was able to win in excess of his contract.

VALUE OF OVERTRICKS

	When Not Vulnerable	When Vulnerable
Undoubled	50	50
Doubled	100	200
Redoubled	200	400

[1] "Extra tricks," according to The Laws; the more familiar "overtricks" is used in this book for obvious reasons.

UNDERTRICKS

Here a new principle enters. When it first was provided that games, rubbers and slams should carry immense bonuses in Contract, flag-flying became exceedingly popular. A side with comparatively poor cards, seeing their opponents bidding up toward a slam carrying the rubber with it, would deliberately bid many tricks beyond their trick-taking ability in an effort to "steal" the contract, knowing that they would be "set" severely but figuring that a penalty of 100 per doubled trick would be a winning gambit as against allowing their strong opponents to go out. To curb this sort of flag-flying for which a commensurate punishment did not exist, the undertrick penalties have been arranged on an ascending scale. When the contract is undoubled and the losing side is not vulnerable, the normal 50-point penalty regardless of the number of undertricks is retained in Contract without any change from Bridge. But, with a doubled or redoubled contract, or when the contracting side is vulnerable, the penalties increase. If a desperate flag-flyer tried to save a rubber game and was doubled and set three tricks, it would cost him 1,000; if he went down five tricks, he would be penalized 1,800 points.

It is well for the Contract novice to appreciate how rapidly these penalties accumulate when a Declarer is vulnerable or even not vulnerable, if doubled and severely defeated. The following table shows the total penalties for one, two, three, four, five and six undertricks.

	Undoubled		Doubled*	
Under-tricks	Not Vulnerable	Vulnerable	Not Vulnerable	Vulnerable
1	50	100	100	200
2	100	300	200	600
3	150	500	400	1000
4	200	700	600	1400
5	250	900	1000	1800
6	300	1100	1400	2200

Stated in another and less impressive way, the list of undertrick penalties is:

Undoubled, not Vulnerable:
Each trick..... 50 points

Undoubled and Vulnerable:
First trick..... 100 points
Each subsequent trick..... 200 "

Doubled, not Vulnerable:
First two tricks (each).....*100 points
Third and Fourth tricks (each).....*200 "
Each subsequent trick.....*400 "

Doubled and Vulnerable:
First trick.....*200 points
Each subsequent trick.....*400 "

GAME AND RUBBER BONUS[1]

Contract offers an extra premium for winning a rubber in two straight games. In Bridge, the rubber bonus is 250 points whether two or three games

* When there is a redouble, these doubled penalties are again doubled.

[1] In the Contract Laws the word "premium" is used instead of "bonus"; as the latter is more familiar to the average Bridge player, it is retained in this book for the sake of simplicity.

are needed to complete the rubber; but in Contract there is an extra bonus for winning two successive games, and this makes it a much greater object to keep the opponents from getting one.

It would not matter, as far as the final score is concerned, which one of three ways was used in scoring the contract bonus or premium.

(*a*) A bonus of 200 for winning a game and an additional 300 for winning the second game.

(*b*) A bonus of 200 for the first game and 500 for the second.

(*c*) A bonus for winning the final game of the rubber: 700 if a two-game rubber, 500 if a three-game rubber.

The third, (*c*), is the method given in the Laws and is the best because it reduces the number of entries on the score sheet of every rubber.

SLAMS

As slams must be bid for in Contract if they are to be counted, it is logical to offer a large reward to a pair who are venturesome enough to bid so high —or, to put it somewhat differently, a pair who are skillful enough to size up a slam possibility in their holdings. The rewards are indeed tempting: 500 for a small slam for a non-vulnerable side, 750 when the side is vulnerable; 1000 for grand slam when not vulnerable, 1500 when vulnerable.

Some Contract players seem to be in doubt as to what happens when a side bids for one kind of slam and makes another. When a side bids seven and

wins six-odd, it scores nothing for tricks and nothing for slam; the adversaries scoring for one undertrick. When a side bids six and scores seven-odd, it scores for 6-odd in tricks, a bonus for one overtrick, and a bonus for a small slam.

Many players are arguing that the Bridge allowances of 50 and 100 for small and grand slams respectively should be awarded in Contract in hands in which a slam is made but not bid. This is the practice in some countries and it adds an additional and attractive feature to the play of big hands that have not been bid to the limit. These allowances are not of sufficient amount to detract from slam bidding and, although including them would seemingly be contrary to the Contract principle that you must bid for what you score, it really would not be because in Contract big allowances are awarded for overtricks. It is quite possible that some day we shall find these playing bonuses, always popular in Bridge, a recognized part of the American game, but they are not allowed in the present code.

HONORS

Contract, a game of big figures, does not bother with counts for three honors or three Aces, nor with four of either divided between partners, nor with five honors divided 3-2, nor with the odd honor in a 4-1 distribution. Four Aces in one hand, or five honors in one hand, count 150. Four honors in one hand, or four in one hand and fifth in partner's, count 100. There are no other honor-counts. Honor-counts

are not increased by doubling, redoubling or vulnerability.

REVOKE PENALTY

Contract differs from Bridge in two respects when it comes to the revoke penalty. In the first place, subsequent revokes cost 100 points instead of one trick; in the second place, a second revoke is not "subsequent" if made by a different adversary. In Bridge, if South is Declarer and East and West both revoke, the second revoke is "subsequent" and costs only one trick; in Contract, both revokes would be "first" and would cost two tricks each. Of course this special Contract provision does not apply to the Declarer because Dummy is not penalized for a revoke. Revoke penalties are not increased by doubling, redoubling or vulnerability.

CONTRACT COUNT

	Not Vulnerable			Vulnerable		
	Undb.	Doub.	Redb.	Undb.	Doub.	Redb.
Points to a Game	100	100	100	100	100	100
Points per Trick						
No Trump	35	70	140	35	70	140
Spades	30	60	120	30	60	120
Hearts	30	60	120	30	60	120
Diamonds	20	40	80	20	40	80
Clubs	20	40	80	20	40	80
Making Contract	none	50	100	none	100	200
Overtricks	50	100	200	50	200	400
Game Bonus						
For final game of two-game rubber	700	700	700	700	700	700
For final game of three-game rubber	500	500	500	500	500	500
Slams[1]						
Small Slam	500	500	500	750	750	750
Grand Slam	1000	1000	1000	1500	1500	1500
Honors in One Hand						
4 Aces, No Trump	150	150	150	150	150	150
5 Honors of the trump suit	150	150	150	150	150	150
4 Honors of the trump suit	100	100	100	100	100	100
Revokes						
First Revoke	2 trks	2 trks	2 trks	2 trks	2 trks	2 trks
Subsequent[2]	100 pts	100 pts	100 pts	100 pts	100 pts	100 pts
Undertricks						
First	50	100	200	100	200	400
Second	50	100	200	200	400	800
Third	50	200	400	200	400	800
Fourth	50	200	400	200	400	800
Subsequent	50	400	800	200	400	800

[1] Slam bonus not scored unless slam is bid for.

[2] By the same player whether or not in the same suit.

III
THE BIDDING

III

THE BIDDING

As has been said repeatedly, the one feature of Contract which differentiates it sharply from Bridge is the rule that only such tricks as are bid for may be counted below the line—that is, toward game or slam. In Bridge a bidder may bid two initially to indicate a special type of hand, or more than two for the purpose of pre-empting; he may jump his partner's uncontested bid, or make an unnecessarily high bid over an adverse declaration for the purpose of pre-emption; but, except for some such special purpose, a player will bid only just high enough to obtain the contract because he knows that, his contract fulfilled, he will be allowed to count all the odd tricks he wins regardless of how many he bids. In Contract it is otherwise; for example, at a love score, partners with a game in their combined hands at Hearts, must bid at least four or the game will not be won, no matter how many tricks are taken. Frequently the partners carry the uncontested bidding back and forth between them until they reach a game contract; and if they think they have the making of a slam for which they wish to try, they bid up to six or seven as the case may be.

With a score in Contract it generally is foolish to bid for more than the number of tricks needed to go game. For example, with a score of 60, two of a Minor would be a game-bid and would show that the bidder expected to make game with his declaration and did not want his partner to shift or jump. It would not have the meaning of two of a Minor at a love score. To bid more than two under such conditions would be a suggestion to the partner that the bidder had slam possibilities and wished his partner to bid accordingly.

There is another specialty in Contract bidding which should be thoroughly understood; when not able to bid high enough for game, minimum bidding is far more essential in Contract than it is in Bridge. In Bridge nothing would be lost if a player with the needed strength should jump his partner's suit bid from one to three; but in Contract, with 3-odd (nine tricks) made, playing at a one-bid of a suit would mean two overtricks each worth 50, while at a three-bid, three-odd would mean 20 or 30 per trick. At a love score, there would be no game either way; but a larger total score would be produced by the smaller bid.

The importance of minimum bidding in Contract becomes much greater when a side has a score because then there is the chance to make game and overtricks at the same time—provided of course the opponents do not force up the declaration. Suppose for example, a side having a score of 70, one partner bids one No Trump, the next player passes and the

bidder's partner, overlooking the partial score and having in mind only the 3-odd usually needed for game at No Trump, jumps to three No Trumps. Thirty points would be lost by such carelessness if the 3-odd were made, but if the Declarer fail by a trick or two, the loss resulting from the jump would be quite heavy. Nothing could be gained because one-odd would have made game. The old adage, "Keep your eye on the score," is ten times as important in Contract as it is in Bridge.

Although there are some situations in which Bridge and Contract bidding are identical, there are others in which the differences are radical. In handling this subject, every effort has been made toward simplicity and the avoidance of arbitrary and complicating conventions. In the long run (especially for the Contract player of average ability), the simplest and most informatory system is the one which produces the best results. A special system, perfectly understood by its users and imperfectly understood by their adversaries, has obvious advantages for the former; but the introduction of private conventions would sound Contract's death knell quickly; consequently special care should be taken not to employ any method without first making sure that the adversaries understand it. In all games of the Whist family, more is gained by informing one partner, than is lost by furnishing two enemies with the same information. In Contract, furnishing an accurate picture of your hand is very much more important than it is in Auction Bridge; consequently the bid-

ding scheme suggested here, which has stood the ordeal of careful tests and practical experience, is advocated because it is so informatory and leaves so little opportunity for misunderstandings between partners. Generally it should enable them to accomplish the Contract desideratum; that is, bid for game when game is in the hands, without incurring unreasonable risk by so doing.

Before taking up the various bidding problems that Contract presents, a brief discussion is offered of the general theory of Contract bidding and the various expert ideas concerning it, so that the reader may approach the subject with a general understanding of why variations from Bridge are necessary.

The card-playing public realized early that Contract is a "dangerous game" on account of the increased temptation to make high bids and the drastic penalties which ensue when the sets are severe. It was but natural, therefore, that the cry "Conservatism in Bidding" should be raised; and that the first plan that suggested itself to many was the simple one of using Bridge bids as a standard with the important addition of one extra trick for an original bid in any position, and one more trick than would be required in Bridge to justify a raise or jump. In Bridge, a Dealer holding Ace-King-x-x-x would name that suit originally without another quick trick on the side; his partner, holding normal support and two additional tricks, would raise the original bid if necessary. (Normal support for partner's suit is three or more cards of it, or two

cards of which one is Ace or King.) The proposal for Contract was that this original bid should not be made without a side quick trick in addition to Ace-King-x-x-x; to which was added the theorem that partner should not make a Contract jump without *three* tricks in addition to normal support. Ace-King-x-x-x is given as an example; similar additional requirements were proposed for other holdings.

Carrying conservatism to this extreme would result in the passing out of innumerable game-going hands and would leave many original bidders in to play one-contracts with game-going hands. Any system of Bridge or Contract bidding which, except with most unusual holdings (hands that are unquestionably freaks), bars the door to game when a game hand is held, must be a losing one. In the long run the game-going hands come with equal frequency to both sides; to pass out the golden opportunity or, at Contract, to play a game-goer without bidding for game, obviously throws away a chance of the greatest value. In Contract the penalties, especially when the losing side is vulnerable, are far more severe than in Bridge; but Contract bonuses are correspondingly attractive—and after all, Contract is not a game for the timid. Continuous passing is not, as in Poker, merely the squandering of insignificant antes; it means offering the adversaries frequent opportunities to score immensely valuable rubber bonuses.

The heavy sets which result from bold but legitimate bidding when the "breaks" are bad, are offset

by equally heavy bonuses when luck runs the right way; and so it is in the inherent difference of character between the two games that the strong argument lies for bidding conservatively in Contract as contrasted with Bridge.

A bid in Auction Bridge does not ask for a jump by partner, nor does it lead to undue temptation for a rebid after a jump. In Contract the opposite is the case; the original bidder hopes that his partner can jump into a game contract, or at least give an encouraging advance in that direction. Therefore, the making of the first Contract bid involves a considerably greater responsibility in offense than attaches to original Bridge bids. The defensive value of an original bid—especially when made in a suit—also is very great. It may keep the opponents from getting into a game-going bid, or it may furnish a lead direction for the partner which will keep the opponents from making their contract. For these last named reasons the original bidder has a distinct advantage over the original passer.

We must remember that in Bridge there has been a letting down of the bars for the original bidder, so today the Bridge expert is bidding with holdings which in the early days of the game would not have tempted even the most venturesome. After considering all these points, the conclusion would seem to be that conservatism in Contract is important, but that it should not be carried to an undue extent when making original bids. It is not the one-bids, or the ones jumped to twos, which produce the heavy sets in

Contract; it is the game-going jumps and the rebids to reach game-going declarations that do the damage.

INITIAL ONE-BIDS

An initial bid is one made by Dealer at his first opportunity to declare, or by a Second Hand (Dealer having passed initially). To what extent, if any, should these bids differ in Contract from the initial bids of Auction Bridge? Three considerations apply to Contract which either do not apply at all to Auction Bridge, or have not been stressed as essential for Bridge players to remember. These are:

(*a*) Second Hand (Dealer having passed) is justified in bidding a little more boldly than Dealer originally. The fact that Dealer had not the strength for an original bid slightly increases the expectation of strength in the Fourth Hand.

(*b*) A player who feels confident of getting every trick in the play, is justified in bidding more boldly than a player who knows himself to be less dependable.

(*c*) The losses, when vulnerable, are so great that then caution is wise, unless game is in sight.

NO TRUMP BIDS OF ONE

When three suits are stopped, bid exactly as in Auction Bridge, except that instead of making the minimum requirement a Jack above the average, advance it to a Queen above the average. For any

one who finds it difficult to determine whether a hand complies with this Queen-above-average requirement, a simple count is suggested. Reckon an Ace as 4, a King as 3, a Queen as 2, and a Jack as 1; which makes a total of 10 for an average hand. An additional Queen would bring this total up to 12; therefore an original No Trump at Contract, in addition to having the three suits stopped, should count 12.[1] The following examples may help to clarify.

INITIAL NO TRUMPERS AT CONTRACT

	Qualify	Do Not Qualify
Suit 1	A-10-x-x	A-x-x-x
" 2	K-Q-x	K-J-x
" 3	Q-J-x	Q-J-x
" 4	x-x-x	x-x-x
	(Queen above average, three suits stopped; counts 12)	(Only Jack above average; counts 11)
Suit 1	A-10-x	A-10-x
" 2	A-J-x	A-J-x
" 3	K-x-x-x	Q-x-x-x
" 4	x-x-x	x-x-x
	(Better than average by difference between Ace and Queen; equal to a Queen above average, counts 12)	(Better than average by difference between Ace and King; equal to a Jack above average, counts 11)

[1] Although Tens are not reckoned in this count, they may be of material value; two Tens might justify *an able player* in bidding with a count of 11.

Suit 1	A-x-x	A-x-x
" 2	A-x-x	A-x-x
" 3	A-x-x	K-x-x
" 4	x-x-x-x	x-x-x-x
	(Counts 12)	(Counts 11; it is one of the few 11-hands which is a doubtful—probably an unwise—bid at Bridge, and with which *an initial bid should not be made at Contract under any conditions*)
Suit 1	A-10-x	
" 2	K-10-x	
" 3	Q-J-x	
" 4	J-x-x-x	
	(Counts only 11, but two Tens justify bid in this case for an able player.)	

The two-suit No Trumpers (commonly called Class B) advocated for Bridge bidding should be bid in Contract without variation, as they contain unusual strength and great game-going possibilities.

	Qualifies	Does Not Qualify
Suit 1	A-K-x	A-K-x
" 2	A-Q-10	A-J-10
" 3	x-x-x-x	x-x-x-x
" 4	x-x-x	x-x-x
	(Minimum strength two-suiter.)	(Just below the two-suiter strength; the count of 12 used only with three suits stopped.)

POSSIBLE VARIATIONS OF ABOVE

Appreciating that it is difficult for those with venturesome proclivities to stand on the same platform with the ultra-conservative, and also that bidders of different degrees of skill do not assimilate exactly the same advice (see point *b*, page 27); and further, that

vulnerability may vary bidding situations materially (see point *c* on page 27), the following are suggested as possible variations of the above qualification tables:

1. A player with points *a*, *b* and *c* (page 27) *all in his favor* may find it advantageous to use the Bridge Jack-above-average No Trump limit[1] (count of 11) except with the two-Aces-and-one-King hand (first hand under "Do Not Qualify," page 29).

2. A Dealer, *vulnerable and not skillful*, may find King-above-average (count 13) the wise limit.

3. Do not be venturesome when vulnerable. Regardless of ability and whether Dealer or Second Hand, do not bid with a count of 11; and, unless sure of your playing ability, not as Dealer with a count of 12. A count of 13 justifies an initial No Trump under any conditions except when holding a better suit-bid, as explained below.

GIVE MAJORS THE PREFERENCE

In Contract, just as in Auction, it should be remembered that there are many hands which contain the requisite for a No Trump, but with which the bid is inadvisable. These hands may be divided into two classes:

1. Those which contain No Trump strength but have one unprotected suit and a biddable five-card or longer Major.
2. Those which contain No Trump strength but have a void suit or a worthless singleton.

[1] The hand should contain at least one Ten.

EXAMPLES OF UNPROTECTED SUIT AND FIVE-CARD MAJOR

	(1)	(2)	(3)
Major suits	A-J-x-x-x	K-J-x-x-x	Q-J-x-x-x
	A-J-x	A-x	K-Q
Minor suits	A-J	K-Q-x	A-Q-x
	x-x-x	x-x-x	x-x-x

The five-card Major—not No Trump—should be bid with the above hands.

EXAMPLES OF WORTHLESS SINGLETONS

	(4)	(5)	(6)
Any suit	K-Q-x-x	A-K-x-x	A-x-x-x-x
	A-x-x	A-K-x-x	A-x-x
	A-K-Q-x-x	A-K-x-x	A-K-Q-x
	x	x	x

A suit—not a No Trump—should be bid with the above hands.

INITIAL BIDS OF TWO NO TRUMPS

In Contract an initial bid of two No Trumps should be made when a jump is desired from partner if he have one quick trick; or, to put it in another way, with a hand which probably will produce three No Trumps if partner can furnish one essential trick. This does not necessarily mean a hand containing eight sure tricks; it means such certainties, probabilities and possibilities that the bidder is anxious to assume a game-going contract, provided his partner has one quick trick. The bid rarely should be made unless all four suits are securely stopped, but with unusual strength in three suits it might be advisable with one unstopped suit. Four Aces in

the hand of the bidder, which count 100 in Bridge and 150 in Contract, are not indicated by the bid of two No Trumps (as in Bridge), nor would that holding, without side strength, justify a No Trump bid of more than one. The following hands have the strength for an initial bid of two No Trumps at Contract:

	(1)	(2)	(3)	(4)
Suit 1	A-10-x	A-Q-10	A-K	A-K-Q
" 2	A-Q-x	A-Q-x	A-Q-J	A-K-x
" 3	Q-J-x-x	K-J-10	Q-10-x-x	A-Q-10
" 4	K-J-10	J-10-x-x	J-10-x-x	x-x-x-x

On the basis of the 4-3-2-1 count, it is difficult to reckon a minimum for a two No Trump bid; but, remembering that there are many higher-counting hands that do not justify the bid with only three suits stopped, it is well to consider 17 as an absolute minimum for a hand with four suits stopped.

INITIAL SUIT-BIDS OF ONE

In Auction Bridge an initial suit-bid of one is justified, with a suit containing certain specified high-card combinations, when the bidder has a reasonable expectation of winning four tricks at his declaration. The other three hands being unknown quantities, the bidder expects his partner to hold his one-third of the remaining nine tricks—or three tricks. Four plus three equals seven, or the one-odd called for by the initial bid. That such an initial bid involves no unjustifiable risk has been demonstrated repeatedly, but now it is necessary to inquire how such initial

suit-bids fit into the conditions encountered in Contract.

With Third Hand too weak to bid, an initial suit-bid of one seldom will be left in by the adversaries; still more rarely will it be doubled and left in. Consequently, those contingencies may be dismissed as unworthy of serious consideration in either Bridge or Contract. In case of a following bid by Second Hand and a raise by partner, the conditions are so nearly similar in the two games that we may pass at once to a scrutiny of what will happen when Second Hand passes and the bidder's partner holds minimum jumping strength.

It must be remembered that in Contract it is the duty of Third Hand to jump his partner's initial bid whenever strong enough to do so. A game-going contract is what both partners are striving for and the initial bid must have enough strength behind it to back up any legitimate jump partner may make.

The partner will not jump a suit-bid of one from one to two without normal support in the suit; and that generally means that when the bid is made with a five-card suit, the small cards which the original bidder expects to take tricks if his suit become the trump, will prove to be winners. For example, a five-card suit headed by Ace-King is bid with the expectation that it will take two high-card and two low-card tricks. If the partner jump, it must be with three cards of the suit, and in such case the odds in favor of an adverse 3–2 division are very great, and consequently the odds in favor of

the four expected tricks are similarly great. When the bidding side is not vulnerable, no strength is required beyond the Bridge minimum—except with two holdings (both of which are questionable, although conventional, in Bridge) in which the "reasonable expectation" of four tricks is more doubtful than with the great majority of initial suit-bids. But when vulnerable, the larger penalties for undertricks make the risk of defeat more serious and cause many to bid initially, especially if Dealer, with greater conservatism. They appreciate that the possibility of being jumped by partner and doubled by the opponents must be taken into consideration in estimating possible losses; and they believe that the enormous penalties which are levied after the first undertrick against a vulnerable doubled Declarer should cause an initial pass unless the bidder is fortified with most dependable strength.

The foregoing precepts have been couched in general terms and the reader is entitled to something more specific in the way of guidance. To furnish such guidance, four parallel columns are arranged below. In the first, are the various headings of five-card and four-card suits which might form the basis for an initial suit-bid. In the second column is shown the amount of side strength needed for a Bridge bid; in the third, the Contract side requirements when not vulnerable; and in the fourth column, the minimum requirements as used by very conservative players for an initial bidder who is vulnerable. Whether its requirements should be

rigidly followed is discussed in the text following the table.

Cards Heading Suit of at Least Five Cards	Minimum Side Strength Required for Bid at Bridge	Minimum Side Strength Required for Bid at Contract	Minimum Side Strength Required for Bid at Contract when Vulnerable[1]
Ace-King or Ace-Queen-Jack	None	Same as Bridge	One King
King-Queen-Jack	King	Same as Bridge	One trick
Ace or King-Queen	One trick	Same as Bridge[2]	Ace-Queen or Ace and King of different suits
Ace-Queen	King-Jack or King and Queen of different suits	Same as Bridge	One trick
King-Jack-Ten	Ace-Queen or one trick and a King	Same as Bridge	Two tricks
King-Jack or King-Ten	Two tricks	Same as Bridge	Two tricks and a King
Queen-Jack or Queen-Ten	Two tricks	Same as Bridge	Two tricks and a King
Jack-Ten	Three tricks	Same as Bridge	Three tricks and a King

Cards Heading Four-Card Suit	Side Strength at Bridge	Side Strength at Contract	Side Strength at Contract when Vulnerable[1]
Ace-King-Queen-x Ace-King-Jack-Ten	None	Same as Bridge	King
Ace-King-Jack-x Ace-Queen-Jack-Ten King-Queen-Jack-Ten	King or Queen-Jack	Same as Bridge	One trick
Ace-King-x-x Ace-Queen-Jack-x Ace-Queen-Ten-x King-Queen-Jack-x King-Queen-Ten-x	One trick	Same as Bridge	Ace-Queen or Ace and King of different suits
Ace-Queen-x-x Ace-Jack-Ten-x	One trick	Any strength greater than one trick	Two tricks
King-Queen-x-x	One trick	Ace-Queen or Ace and King of different suits	Two tricks
Ace-Jack-x-x King-Jack-Ten-x	Ace-Queen or one trick plus a King or Queen-Jack	Two tricks	Two tricks plus a King

[1] See special comment upon vulnerability: Pages 36–37.

[2] The so-called "Ace-nothing" suit is a dangerous Contract bid with one Ace as the only side strength. It is probably better not to bid unless the five-card Ace-suit has at least a Jack. Ace-Jack-x-x-x should be bid with a side Ace.

The above table and comment is reproduced practically as it appeared in the first edition of CONTRACT BRIDGE. At that time the advice it gave was for much bolder bidding than was advocated by most of the leading authorities, and the author offered his ideas with some timidity, fearing that they might prove to be unduly venturesome. Since then, six months' experience has done much to dissolve the fears of many who in their bidding at the outset of their Contract career were overawed by the severe penalty of defeat when vulnerable. It has proven that, especially when a suit is being named, making the first bid in Contract is of enormous value. An initial bid may produce a jump from the partner, and close the mouth of the adversary on the right who otherwise might have made an effective declaration. It may deter the adversary on the left, who may not bid as freely as is herein advocated. It may enable the partner to make a game-going declaration with a hand that otherwise would be passed out; and almost as important as all of the above, is its value as a lead-director in the event of the adversaries' securing the contract. In a long series of Contract games the outcome of so-called bold bidding has been noted; and when all the results produced by it are considered, it has shown enormous gains for its makers, but only when the partner is dependable and can be relied upon not to become unduly sanguine merely because he is facing a player who starts with a suit-bid of one.

The author therefore feels that he is justified in

advising with increased emphasis the initial Bridge bids as above set forth when not vulnerable. He has been in doubt whether to continue in this edition the column in the above table in which an additional strength requirement is provided for suit-bids when vulnerable, and he has concluded to do so for the benefit of those who feel doubtful of their playing ability, or who are of an ultra-conservative temperament; but for a sound player, facing a dependable partner, the author is now disposed to advise that initial suit-bids when vulnerable be made in exactly the same way as when not vulnerable, and that this advice be applied to five-card and four-card suits alike. It is appreciated that this theory generally will be regarded as extremely radical, but it is confidently believed that with the conditions named, viz., the bidder a sound player and the partner dependable, the result in the long run will prove to be eminently satisfactory.

INITIAL SUIT-BIDS OF TWO

In Auction Bridge we have learned that Ace-King-Queen-x-x-x is the only holding which justifies an initial suit-bid of two. In Contract, only a Minor two-bid has this meaning;[1] a two-bid made in a Major suit conveys the information that partner is authorized to jump when without normal support in the suit. To jump a one-bid to two, the jumping partner must have (in addition to, or included in, the strength needed to justify the jump) "normal

[1] If playing the special convention described on page 39, the Minor two-bid has a totally different meaning.

support" for the suit initially bid. Normal support is three or more cards of any size; or two cards, one of which is Ace or King. But with a little less strength than would justify jumping a one-bid to two and with two small cards of the suit, partner may jump a two-bid to three. Of course in asking for a raise to three, the initial two-bidder should have greater length in his suit (six is generally minimum) or much greater general strength in his hand than is required for an initial one-bid.

The following hands are illustrations of the type with which initial *Major* two-bids should be made; they should show a hand which, without assistance from partner, may be expected to take at least seven tricks with the suit named the trump.

	(1)	(2)	(3)
♠	A-K-10-x-x-x	A-K	A-Q-10-x-x-x
♡	x-x-x	K-Q-J-x-x-x	A-K-J
◇	None	A-x	K-x-x
♣	K-Q-J-x	x-x-x	x

(See sub-head below for Minor two-bids.)

Some contend that a Major two-bid should announce the Ace of the suit that is bid, and a Major three-bid the absence of that card; others that a two-bid should deny the Ace and show less strength than a one-bid. Such schemes, devised mainly to promote slam bidding (see pp. 67–73), may work when hands are built to order; but as hands usually are not so built, such special bidding tends to hamper the bidder and prevent the accurate showing of his strength.

INITIAL MINOR TWO-BIDS

These should show a minimum of Ace-King-Queen-x-x-x with the probability of some little side support, although that is not a requisite; unless an informatory system of giving to Minor two-bids arbitrary conventional meanings is used. This system is fully discussed below, beginning with the paragraph at the bottom of this page.

BIDDING TWO-SUITERS

The most difficult hand to bid successfully in Contract is the two-suiter. In Bridge the higher-valued suit is bid first and then the lower, and this same plan can be followed in Contract. The only trouble is that, as a Contract hand, a two-suiter frequently is strong enough for an initial bid of more than one; but if two of the higher-valued suit be bid initially, the partner may jump to game and probably then there would be no practicable way of showing the lower-valued suit, and yet it may be more productive. On the other hand, if the initial bidder start with a one-bid, partner may lack normal support for the suit named and consequently may not jump it; in that case it may be that, with the possibility of a game in the other suit for the partnership, the original one-bid may stand. The expedient generally adopted is to bid one of the higher-valued, coupling it with fervent prayers that partner may be able to jump a one-bid and thus permit the second suit to be shown.

A novel and highly effective, but baldly arbitrary and conventional scheme for handling strong two-

suiters has been suggested, and this will be explained for the enlightenment of the reader, although not endorsed or recommended by the author. There are three possible objections to it: first the serious objection that it involves the requirement that a bid in one suit mean something in another; second that, being purely arbitrary, it smacks of private convention; third that its use might lead to other less defensible conventions.

As a means of indicating a Major two-suiter[1] (that is, one of Spades and Hearts), or a Minor two-suiter[1] (that is, one of Diamonds and Clubs), the initial Minor two-bid is so simple and effective that it must compel admiration even when it fails to secure adoption. Using that convention, an initial bid of two Diamonds means a strong Spade-Heart two-suiter; while two Clubs means a strong Diamond-Club two-suiter. When the two-Diamond bid is made, the partner with a weak hand would be expected to bid two Spades or two Hearts, depending upon which of his suits happens to be the longer. That bid would be a forced take-out and would not announce strength, merely a preference; it would not show a trick of any kind. The partner with jumping strength (and facing an announced two-suiter, jumping strength would be less than that required when facing an ordinary two-bid) should bid three or four of the

[1] A biddable "two-suiter" in Bridge is a hand containing two suits either of which (supported by the other) is strong enough for an initial bid. To make this informatory Minor two-bid in Contract, the strength should be somewhat greater.

requested suit in which he is the longer; three being a one-jump and four a two-jump.

After a bid of two Clubs, the partner, preferring Diamonds but weak, should bid two Diamonds; preferring Diamonds with strength, should jump to three or game; preferring Clubs with weakness, should pass; and preferring Clubs with strength, should jump to three or five.

Appropriate bids of No Trumps and of suits other than the two announced by the original bid would readily suggest themselves to the partner of a two-suiter; and it is needless to say that this Minor two-bid convention should never be used without first *making sure that both of the opponents, as well as the partner, understand it.*

Using this scheme, two-suiters composed of one Major and one Minor, would not be shown by an initial two of a Minor. They would be shown by an initial bid of one or possibly two (the two would be bid reluctantly and only with great strength) of the Major and a subsequent showing of the Minor if the opportunity arose and it appeared advantageous to bid it.

INITIAL MAJOR THREE-BIDS

Three-bids in Hearts or Spades serve two purposes in Contract; they are pre-emptive just as in Auction Bridge, and they show that the partner without normal support in the suit named may jump to four when holding, as side strength, one Ace, a King-Queen or two Kings. Initial Major three-bids should be made with hands like the following:

	(1)	(2)	(3)
♠	K-Q-J-10-x-x	x	A-K-Q-x-x-x
♡	None	A-K-10-x-x-x-x	A-x
◇	A-Q-J-x	A-J-10-x	A-Q
♣	A-x-x	x	J-10-x

They should indicate (with normal division of the remainder of the cards) a minimum of eight tricks in the bidding hand if the suit named be the trump.

ORIGINAL GAME-GOING BIDS

A game-going original bid of three No Trumps, four of a Major, or five of a Minor should be made with a hand so strong that it would be dangerous to bid one less than game for fear the partner might pass with a holding that would produce game. Ordinarily a game-goer is bid originally with a game hand (or one which promises game with but little help from partner), but there may be cases in which five of a Minor or four of a Major (especially Hearts) should be bid as a pre-emptive declaration with less than probable game-going strength; but these are exceptional holdings and pre-emptive bids generally are overbids.

THREE NO TRUMPS

To bid three No Trumps originally the hand should contain:

(*a*) *Every suit safely stopped.*

(*b*) A holding which reasonably may be expected to take at least seven tricks unassisted unless it encounter a freak distribution.

(*c*) A holding which, with the help of less than one quick trick from partner, may produce game.

The 4-3-2-1 count is not a dependable guide in gauging a No Trump three-bid because one hand might thoroughly justify the bid and another, with the same count, might not; but a count of 21 may be considered the minimum, with the understanding that some hands with a higher count do not justify the bid. There are a number of high-card combinations (notably Ace-Jack and King-Jack) which are materially strengthened by a Ten; so at times the presence or absence of that non-counting card may make the three-bid advisable or inadvisable. The following hands would justify an initial bid of three No Trumps:

	(1)	(2)	(3)	(4)
Suit 1	A-Q	A-Q-x	A-Q-x	A-K-x
" 2	A-J-10	A-J-10	A-Q-x	A-x-x
" 3	A-J-x	A-J-10	A-J-x-x	A-x-x
" 4	K-Q-10-x-x	K-Q-x-x	K-Q-10	A-K-10-x

FOUR OF A MAJOR, OR FIVE OF A MINOR

Theories similar to those used for No Trumpers should be applied when determining whether to bid for game with a trump; except of course it is not necessary to have any given number of suits stopped. The game-goer may be bid with a blank suit or a worthless singleton if the trump length be satisfactory; but the hand, as in No Trump, should be reasonably sure of taking within two tricks of the

amount bid without assistance from partner. The following hands would justify game-going suit-bids:

	(1)	(2)	(3)
♠	A-K-x-x-x-x-x	A-K-Q-x-x-x	None
♡	None	x	A-K-x
◇	K-J-10	K-J-10-8	A-K-10
♣	A-Q-x	A-Q	K-Q-J-10-x-x-x

ORIGINAL THIRD HAND BIDS OF ALL KINDS

As a Dealer at Contract may have been a little more conservative when determining whether to bid or pass initially than he would have been at Bridge, it generally is not necessary to increase the requirements of Contract as compared with Bridge for an original bid after two passes. The lead-directing advantages of a Third Hand suit-bid are as great in one game as in the other; so in the main, Third Hand should open the bidding exactly as in Bridge.

ORIGINAL THIRD HAND NO TRUMPERS

Third Hand in Contract, as in Bridge, should not start the auction with a two-suit No Trumper; his bid should show three suits stopped and a hand which contains an Ace or its equivalent above the average. When using the Ace 4, King 3, Queen 2, Jack 1 count, Third Hand should not bid an original No Trump unless the hand has a count of 14. When vulnerable or not overly expert, conservatism suggests 15 as a sound minimum. Original two and three No Trumps by Third Hand are bid exactly as they would be by a Dealer.

ORIGINAL SUIT-BIDS BY THIRD HAND

Remembering the advantage of a lead-directing bid, it is not advisable for Third Hand at Contract to be too conservative in bidding a five-card suit. Only a little greater strength (approximately a King) than is required for an initial bid at Contract is sufficient. But four-card suits should be bid with more conservatism; they certainly should be more powerful in side strength than the minimum for a Dealer's four-carder at Contract. An extra King or the equivalent is needed. When in doubt as to original Third Hand four-card suit-bids, especially if vulnerable, resolve the doubt in favor of a pass. Illustrations follow:

FIVE-CARD SUIT-BIDS BY THIRD HAND AFTER TWO PASSES[1]

Qualify

	(1)	(2)	(3)	(4)
Suit 1	A-K-x-x-x	K-Q-x-x-x	A-J-x-x-x	K-J-10-x-x
" 2	K-x-x	A-Q-x	A-x-x	A-Q-x
" 3	x-x-x	x-x-x	K-x-x	K-x-x
" 4	x-x	x-x	x-x	x-x

Do Not Qualify

	(5)	(6)	(7)	(8)
Suit 1	A-K-x-x-x	K-Q-x-x-x	A-J-x-x-x	K-J-x-x-x
" 2	Q-x-x	A-10-x	A-10-x	A-J-x
" 3	x-x-x	x-x-x	x-x-x	K-x-x
" 4	x-x	x-x	x-x	x-x

[1] When not vulnerable. When vulnerable, and especially if inexpert, do not bid with a doubtful or border line hand, but do not require too much additional strength. An additional small card in the suit named or an additional high card apt to be of value would be quite sufficient.

FOUR-CARD SUIT-BIDS BY THIRD HAND AFTER TWO PASSES

Qualify

	(1)	(2)	(3)
Suit 1	A-K-Q-x	A-K-x-x	K-Q-J-x
" 2	K-x-x	A-K-x	A-Q-J
" 3	x-x-x	x-x-x	x-x-x
" 4	x-x-x	x-x-x	x-x-x

Do Not Qualify

	(4)	(5)	(6)
Suit 1	A-K-Q-x	A-K-x-x	K-Q-J-x
" 2	Q-x-x	A-J-x	A-x-x
" 3	x-x-x	x-x-x	x-x-x
" 4	10-x-x	10-x-x	10-x-x

ORIGINAL FOURTH HAND BIDS

When, after three original passes by the other three players, Fourth Hand is debating whether to open the bidding, or pass and chuck the deal; there are a number of important considerations which he must weigh carefully. To open the bidding and then have the opponents work themselves into a game-going declaration, is bad enough at Bridge; at Contract it is catastrophic. To open the bidding at Contract with a doubtful holding and encourage the partner (who naturally will assume that an original Fourth Hand bid was made with great strength) to jump with comparatively weak jumping material, may lead to a double and a disastrous set—particularly if vulnerable.

On the other hand, after both opponents have

passed opportunities to bid originally, it is not often that their combined hands will produce ten tricks for a Major suit trump, and still rarer that they will produce eleven for a Minor, or nine for a No Trump. Consequently Fourth Hand, with unusually strong cards, may be passing up a game if he fail to bid; and probably is not taking an inordinate risk if he make a bid of one. If statistics were obtainable, it is likely they would show that in the long run the player in the Fourth Hand position loses more points by undue conservatism, than he does by over-optimistic bids.

Having a partial score should encourage Fourth Hand to bid originally, a partial score for the opponents should discourage him. Generally speaking, with neither Major cardless or very short and weak, Fourth Hand should bid with but little greater strength than is required for an original bid by Third Hand. For a Fourth Hand No Trump, a count of 15 with at least the two Majors and one other suit safely stopped, is the best minimum that can be suggested. Original two and three No Trumps by Fourth Hand are bid exactly as they would be by Dealer.

RAISES AND JUMPS

RAISES

The question of when the partner of an initial bidder should raise the initial bid from one to two (that is, advance it after an intervening adverse bid), is answered as in Bridge; the established standards of the older game can be used without alteration.

JUMPS

Contract's crucial question is: When should the partner of an initial bidder jump the uncontested initial bid? While Bridge has its jumps, they are mainly pre-emptive and, relatively to Contract jumps, unimportant; the safest advice that at this writing can be given for this all-important Contract jump is as follows:

NO TRUMP JUMPS

There are three No Trump jumps to be considered, viz.: One to two, one to three and two to three.

THE JUMP FROM ONE TO TWO NO TRUMPS

Jump partner's initial No Trump from one to two when holding:

Two Aces
Ace and King-Queen
Two King-Queens
Ace-Queen and King
Three Kings

but do *not* jump with any less strength. The minimum count for a jump, reckoning on the 4-3-2-1 basis for the four top cards (except in the case of two Aces) would be 9; and in determining whether to jump with questionable hands which count the absolute minimum, the presence or absence of one or more Tens frequently should be the determining factor.

Illustrations of minimum hands for one-to-two No Trump jumps:

	(1)	(2)	(3)	(4)	(5)
Suit 1	A-x-x	A-x-x	K-Q-x	K-10-x	A-Q-x
" 2	A-x-x	K-x-x-x	Q-J-x	K-x-x	K-x-x
" 3	10-x-x-x	Q-10-x	J-x-x	Q-J-x	10-x-x
" 4	x-x-x	x-x-x	10-x-x-x	x-x-x-x	x-x-x-x

THE NO TRUMP DOUBLE JUMP

The strength to justify a No Trump jump from one to three is, broadly, King (or the equivalent) more than the strength which justifies a jump from one to two. The minimum count would be 12, with 13 more satisfactory.[1]

Illustrations of minimum one-to-three No Trump jumps:

	(1)	(2)	(3)	(4)	(5)
Suit 1	A-x-x	A-x-x	Q-J-x-x	A-10-x	A-K-x
" 2	K-x-x	A-J-x	Q-J-x	A-x-x	A-J-x
" 3	K-Q-x	K-10-x	K-x-x	A-x-x	10-x-x-x
" 4	10-x-x-x	x-x-x-x	K-10-x	x-x-x-x	x-x-x

THE JUMP FROM TWO TO THREE NO TRUMPS

Jump a partner's two No Trumps to three No Trumps with one quick trick (Ace or King-Queen), with two Kings, with a King-Jack and a Queen, a King and a Queen-Jack or with any count of 6.

Illustrations of minimum two-to-three No Trump jumps:

[1] With exactly 12 the hand generally should have at least one Ten.

	(1)	(2)	(3)	(4)
Suit 1	A-x-x	K-x-x	K-x-x	K-x-x
" 2	x-x-x	K-x-x	Q-J-x	Q-10-x
" 3	x-x-x	x-x-x	10-x-x	J-10-x-x
" 4	x-x-x-x	x-x-x-x	x-x-x-x	x-x-x

NO TRUMP COUNTS

In various places in this book, under the appropriate heads, the Ace 4, King 3, Queen 2, Jack 1 count has been used as a guide in No Trump bidding. To facilitate a comparison of the various requirements, the following table is furnished:

MINIMUM COUNTS FOR NO TRUMP BID[1]

By Dealer, or Second Hand after Dealer's Pass

Bid of one No Trump ..... 12[2]
Bid of two No Trumps ..... 17[3]
Bid of three No Trumps ..... 21[3]

By Third Hand after Two Passes

Bid of one No Trump ..... 14[2]
Bid of two No Trumps ..... 17[3]
Bid of three No Trumps ..... 21[3]

By Fourth Hand after Three Passes

Bid of one No Trump ..... 15[2, 4]

MINIMUM COUNTS FOR NO TRUMP JUMP

Jumping Partner's Uncontested No Trump

Jump from one to two ..... Two Aces or 9
Jump from one to three ..... 12 or 13
Jump from two to three ..... An Ace or 6

[1] It may be advisable for a player not confident of his ability to add a point to these minima when vulnerable; and with normal holdings including at least two Tens, it also may be advisable for the expert when not vulnerable to reduce a point. But in the vast majority of cases, following the table with discretion will be found to produce the best results.
[2] At least three suits stopped.
[3] Four suits stopped.
[4] Two and Three No Trumps, same as Dealer.

SUIT JUMPS

To jump partner's Major suit-bid from one to two, both of the following essentials are requisite:

(*a*) Normal support in his suit—by that meaning at least Ace-x, King-x, or x-x-x; Queen-x should not be treated as normal support with minimum jumping strength (paragraph *b*), but is sufficient when the jumping strength is greater than minimum.

(*b*) Any of the following high-card combinations in side suits:

Two Aces
Ace and King-Queen
Two King-Queens
Ace-Queen and King
Three Kings

but *not* one Ace and one King without other assistance.[1]

It is important to appreciate that when jumping a suit-bid, a Queen of another suit is of little practical value unless accompanied by an Ace or King of that suit.

The value of an Ace, King *or Queen* of the suit that is jumped depends greatly upon the number of cards of that suit that the jumper holds. When, in addition to the honor, he has three small cards, the combination is worth more than a side Ace. For example, either A-x-x-x, K-x-x-x or Q-x-x-x needs

[1] There is a difference between a jump and a raise in the value of a King. When raising, the adverse strength being on the right of the raiser's King, the Ace of the King-suit, if adversely held, is probably there; but when jumping, no inference can be drawn as to the location of the Ace. If it be held adversely it is a 50–50 chance that it is held over the King.

only the assistance of a side King. Reckon A-x-x or K-x-x as the equal of a side Ace, Q-x-x as the equal of a side King; that is, with one of these holdings, the side-strength requirement may be reduced as indicated.

With A-x or K-x of the suit to be jumped, the honor should be counted mainly as a component part of the normal support, and the side hand should have practically the total requisite jumping strength as shown in the tabulation below.

Four small cards of the suit (x-x-x-x) being more than normal support, is an element of jumping strength. If combined with an Ace and King, it would be sufficient.

Illustrations of minimum jumps from one to two of partner's uncontested Major suit-bid follow:

	(1)	(2)	(3)
Partner's Major Suit	A-x-x-x	K-x-x	Q-x-x
Suit 2.....	K-x-x	A-x-x	A-Q-x
Suit 3.....	x-x-x	x-x-x-x	x-x-x-x
Suit 4.....	x-x-x	x-x-x	x-x-x
	(4)	(5)	(6)
Partner's Major Suit	A-x	K-x	x-x-x-x
Suit 2.....	A-x-x-x	A-Q-x-x	A-x-x
Suit 3.....	K-J-10	Q-J-x-x	K-10-x
Suit 4.....	x-x-x-x	x-x-x	x-x-x

SUIT JUMPS OF MORE THAN ONE

When the partner of a Major suit bidder is in doubt whether to jump more than one, his most difficult situation arises. It is important, however, that he accurately portray the strength of his hold-

ing, as otherwise game-going opportunities may be lost. When determining whether to make a suit-jump of two or three (*i. e.*, to a three-bid or four-bid), do not be influenced greatly by Queens or Jacks of other suits, but consider:

(*a*) An additional Ace or King.

(*b*) A holding of four or more cards of partner's suit.

(*c*) A blank suit or singleton, provided the hand contains sufficient cards of partner's suit with which to ruff.

Jump from one to three with a hand which, combined with that of the initial bidder, is apt to make four if the initial bidder be somewhat stronger than his one-bid announced; jump to four with a hand which is apt to make game when combined in play with a hand which contains merely the strength for a one-bid. There is no count which is dependable in these cases, the use of keen judgment is necessary.

JUMPING PARTNER'S SUIT-BID OF TWO

Jumping partner's Major two-bid *does not require normal support.* With the requisite side strength, two small cards of the suit are sufficient; with only one small, great discretion should be used and the jump should be made rarely if ever; strength can be shown by bidding another suit or No Trump.

JUMPING PARTNER'S SUIT-BID OF THREE

After partner has started with three of a Major, make the game-going jump, with the same strength that justifies a jump of two No Trumps to three.

Neither normal support nor even two cards in the suit is essential.

REBIDS

The one factor that produces most of the heavy losses at Contract is the rebid for game. Popular impression to the contrary notwithstanding, it is not to unduly light original bids of one, nor to raises or jumps from one to two that the heavy Contract losses can be ascribed; some are produced by such causes, but they are comparatively insignificant in number and size. The average player who "learns" Contract could sum up his education in these words: "I cannot get game unless I bid for it and I cannot win rubbers without games." So, having made an initial bid that may have been up to minimum strength, and receiving an assist or a jump from his partner, he immediately bids up to a game-going declaration which is several tricks beyond the maximum that the partnership holding will produce.[1]

While the advice given in this book concerning original bids may be in favor of much bolder tactics than many experts advocate, the advice as to when and how to rebid for game embodies conservatism to the *nth* degree. No legitimate game-going possibility should be thrown away by the neglect of a sound original bid or jump; but when you have bid initially with a hand of minimum bidding strength or only slightly greater than that minimum, and your partner has given you a jump

[1] It is dangerous in this situation to be influenced by any such popular phrases as "I might as well be hung for a sheep as a lamb" or "I cannot get game by passing."

of only one, you have gone as far as your cards warrant and further bidding is apt to invite disaster.

One reason why a bidder crosses a danger line when he makes a game-going bid, is that comparatively few doubles at Contract are made of bids that are less than game-goers; there is a disinclination to double until the opponents reach their probable maximum because premature doubling is apt to shut out a more profitable opportunity. In addition, there is the danger (which also exists in Bridge) that doubling too soon may warn the bidders of their danger while they still have an avenue of escape; and one thing which even the novice must fully appreciate is that a double which is not "free" may produce for the Declarer a game otherwise unobtainable. All of which brings us back to our thesis that the Contract catastrophes generally result from trying game-going bids; and that these game-going attempts often are made by players who might have escaped with little loss—or who even may have been in position to score toward game.

When the full strength of the hand has been announced by the original bid, or when the additional strength is less than a probable trick, there should be no thought of rebidding. Had the combined hands contained game-going strength, the jump probably would have been to a game-goer. When your partner's jump has been short of game and you have only the minimum bidding requirements—or little more—you are courting the loss of a partial score and risking heavy penalties by trying

for a number of tricks which nine times out of ten are beyond your possibilities. At a love score, after bidding one of a Major and being jumped one, it is generally foolish to rebid unless justified in bidding four. Unless your partner rejumps to a game-goer, your rebid makes you play a non-game-going three contract instead of a two, with the possible needless loss of a valuable score. If your partner does rejump, it probably means defeat unless the partner is non-dependable and his first jump was too weak.

It is conceded that the question of whether to make the game-going rebid frequently offers little more than a guess, especially in cases of one No Trump jumped to two, and two of a Major jumped to three; and the fact that Contract requires so much guessing of this type is urged by many as a strong objection to it. However, there are but few hands in which the player, when called upon to guess, is not furnished with some clue as to the odds on the gamble he is considering. It would be impossible to frame cut-and-dried or hard-and-fast rules to cover this question; the successful Contract bidder is the player who is able to figure accurately the chances of winning or losing and, comparing them with prospective rewards or punishments, to reach a sound determination as to whether the game-going bid offers a chance worth taking.

TAKE-OUTS OF PARTNER'S UNCONTESTED BID

In Contract, rescuing bids are unknown; consequently, whether made over a No Trump or over a suit, *any bid is a showing of strength.*

DENIALS OF ORIGINAL MAJOR-SUIT BIDS

Denial bids in Contract are not necessary, as they are in Auction Bridge, for the purpose of warning the partner not to continue his suit. A pass is virtually a denial; therefore, no matter how short in partner's suit, it is advisable to pass not only with weakness, but even with a hand which contains sufficient strength for a Bridge denial but not sufficient for a Contract denial.

Two quick tricks, shaded slightly in certain cases, is the minimum strength with which a Contract denial should be made. To bid a Minor over a partner's Major is a denial of the Major and a showing of at least five cards of the Minor with Ace-King or Ace-Queen-Jack at its head. King-Queen-Jack and Ace-Queen-Ten five-card Minors are less desirable denials but permissible. A denial of a Major by a Minor bid shows no other help for a No Trump as, with such help, one No Trump, not two of a Minor, should be bid.[1] Ace-King-Queen is the only four-card Minor denial. With Ace-King-Queen-x-x-x make a jump denial by bidding three.

Just as in Bridge, normal support for partner's suit consists of Ace-x, King-x or x-x-x; with normal support for partner's Major it rarely is wise to deny by bidding a Minor or No Trump. Queen-x is the doubtful holding; with it a denial (especially by a No Trump take-out) is advisable when the denying hand has real strength. There are many hands,

[1] In cases in which the length of the Minor makes game probable if it be the trump, bid more than two of the Minor.

with Queen-x of partner's Major, with which a No Trump should be bid. As Majors frequently are bid originally when the bidder also has No Trump strength, the denial by a No Trump take-out is the most important of all denials; and over a partner's one-bid in a Major, it may be made with less strength than is required for an initial Contract No Trump. Take out with one No Trump whenever holding less than normal support for your partner's Major if you have two Aces, or an Ace and a King in different suits, plus Queen or Jack in any suit (in other words whenever your hand shows a count of 8 or more). With considerable No Trump strength and lack of normal support in the Major named by the partner, bid two or three No Trumps, as may be justified.

When without normal support for partner's Major and with sufficient strength and length in the other Major, bid it in preference to No Trump unless the two Minor suits are both well stopped. Note carefully the distinction between denying partner's Major with a Minor, which shows strength in that Minor but no assistance for a No Trump in any other suit; and denying it with the other Major which shows strength in that Major only, or strength in that Major and in one other suit. With great strength and six cards in the other Major, bid it even with exactly normal support, but not with more than normal support.

Following Contract theories, no denial bid should be made with weakness, even with considerable

length in the other Major.[1] With no support on the side, a Major take-out of the other Major should show Ace-King or Ace-Queen-Jack or King-Queen-Jack or Ace-Queen-Ten at the head of a five-card (or longer) suit. With strength on the side, the strength in the take-out Major can be reduced correspondingly. Denials of one Major with the other can be made with a four-card Ace-King-Queen holding and nothing on the side; but with less strength, four-card denials should not be made without good side support.

At Contract, there is no justification for bidding over a partner's Minor without strength; but with strength, it is obviously important to show whatever declaration the hand contains, be it No Trump, a Major, the other Minor, or a jump of the Minor that has been bid; and show it by bidding as many as the conditions warrant. In making such bid it is proper to count the strength shown by the original bid of the partner.

MAJOR TAKE-OUTS OF ORIGINAL NO TRUMP BIDS

Just as in Bridge when the general strength justifies it, two of a Major, five-cards or longer, should be bid over partner's uncontested No Trump in Contract. With any of the following Major holdings and side supports, Third Hand should make the take-out bid. The "counts" mean Ace equals 4, King 3, Queen 2, Jack 1.

[1] A freak holding of such length that it makes game probable, would be an exception and would justify a weakness bid.

With	Side Count Should Total
A-K-x-x-x	0
A-Q-J-x-x	0
A-Q-x-x-x	2
A-J-10-x-x	2
A-J-x-x-x	3
A-x-x-x-x	An Ace or 5
K-Q-J-x-x	0
K-Q-10-x-x	2
K-Q-x-x-x	3
K-J-x-x-x	An Ace or 5
K-x-x-x-x	6
Q-J-x-x-x	5 or 6[1]
Q-10-x-x-x	6
J-10-x-x-x	7

When *without side strength*, the take-out in a Major should not be made without real strength in the Major. The Bridge limit of King-Queen-x-x-x, given for Major take-outs without side strength, is a little light for Contract because in Contract the take-out may produce a jump by the original No Trump bidder to four of the take-out suit. King-Queen-Jack-x-x would be sufficient to justify the take-out, and so would a five-card Major headed by Ace-King. Ace-Queen-x-x-x, Ace-Jack-Ten-x-x and King-Queen-Ten-x-x are very close and whether the take-out should be made with these holdings without side strength, is extremely doubtful; as a rule it should not be, but the side strength given in the table fully justifies it. A worthless singleton—

[1] The make-up of the hand and whether it contains one or more Tens should be determining factors with 5.

especially a worthless Minor singleton—makes the take-out without side strength tempting; it almost justifies it. With a score, and especially with a score of 40 or more, take out with any of the above holdings without side strength; with a score, there is no danger of a dangerous jump by partner.

MINOR TAKE-OUTS OF ORIGINAL NO TRUMP BIDS

With a Minor, the Contract take-out is very different from the Bridge take-out. Rescues being unknown, it is advisable to take out with a five-card Minor headed by Ace-King, Ace-Queen-Jack or even Ace-Queen. With King-Queen it is doubtful and probably inadvisable. The bid of two of a Minor over a partner's one No Trump announces at least five cards of the Minor, at least two of the three top honors in the Minor, and *no side help for the No Trump.* With side help for the No Trump, the bid generally should be two No Trumps, not two of the Minor.[1] With Ace-King-Queen-x in the Minor and no other help, bid two of the Minor, but do not do it with any weaker four-card holding.

With the following hands two-bids, Major or Minor, whichever the long suit happens to be, should be made over partner's uncontested one No Trump:

	(1)	(2)	(3)	(4)
♠	A-K-x-x-x	A-x-x-x-x	K-J-x-x-x	Q-J-x-x-x
♡	x-x-x	K-x-x	K-x-x	K-x-x-x
◇	x-x-x	Q-x-x	Q-J-x	K-x-x
♣	x-x	x-x	x-x	x

[1] With a score of 40 or more bid the Minor.

	(5)	(6)	(7)	(8)
♠	J-10-x-x-x	x-x-x	x-x-x	x-x-x
♡	A-x-x	x-x-x	x-x-x	x-x-x-x
◇	A-x-x-x	x-x	A-Q-J-x-x	x
♣	x	A-K-x-x-x	x-x	A-Q-x-x-x

The type of hand with which the skilled bidder is the most troubled when deciding whether to take out partner's uncontested one No Trump with a Minor or to jump the No Trump, is the holding which contains a 5-card Minor with two of the three top honors, one or more Aces or Kings in one or two other suits, and a worthless singleton. This, to a certain extent, resembles a problem which, since the inception of Auction Bridge, has been a source of constant argument and concerning which even today a difference of expert opinion exists. Unquestionably a worthless singleton in the hand of the partner of a No Trumper is an undesirable holding, but it is not nearly as great a menace as it is in the hand of the No Trumper.

Various plans have been suggested to meet this situation in Contract; the most obvious one is that with this holding, two of the Minor should be bid, just as would be the case if the hand did not contain additional strength. In other words, that the same two-Club bid should be made with:

	No. 1	*No. 2*
♠	x-x-x	A-x-x
♡	x-x-x	K-x-x-x
◇	x-x	x
♣	A-K-x-x-x	A-K-x-x-x

Following this scheme of bidding, the bid of two Clubs with No. 2 would accurately portray the Club situation, but would not show the full strength of the hand; and the No Trumper, with defenseless Spades or Hearts, might feel constrained to pass or to jump the Clubs, losing the chance for an easy game in No Trumps. Another plan suggested has been to bid three of the Minor when holding the type of hand illustrated by No. 2 above. That, however, would conflict with the conventional three-bid over partner's uncontested No Trump when holding a 6-card Minor headed by Ace-King-Queen. The conventional bid could be abandoned without serious loss, but if the three-of-a-Minor means the type of holding shown by No. 2 above, what is the No Trumper to do when he has a defenseless suit? It may be the suit in which his partner is heralding that he has a worthless singleton, and a game-bid in No Trump may be fatal. On the other hand, partner's weak suit may be one of the No Trumper's strong ones and there may be an easy game in No Trump and no chance for it in the Minor. It therefore seems to be the soundest plan to follow the simplest type of bidding and, when holding a hand of the character of No. 2 above, to jump the partner's No Trump, risking the ability of the partner to take care of the singleton suit (if it be opened). In the vast majority of cases he will be able to do so.

WHEN TO TAKE-OUT WITH A THREE-BID

When holding an Ace-King, Ace-Queen-Jack or King-Queen-Jack Major suit of more than five

cards, or of exactly five cards with real side strength, the partner having bid one No Trump, it is advisable to bid three instead of two. A Minor take-out three-bid announces Ace-King-Queen-x-x-x or better.

THE TAKE-OUT OF TWO NO TRUMPS

Over partner's original two No Trumps uncontested, there is always the temptation to bid three No Trumps rather than to show a suit; but the advantage of suit-showing is that it gives more definite information to the No Trumper than the jumping of the No Trump does, and also gives the No Trumper a valuable option. When the clear understanding exists that *a suit take-out invariably shows strength,* it is advisable to bid three over partner's two No Trumps with any Major five-card suit[1] containing Ace-King, Ace-Queen or King-Queen-Jack with or without side strength,[2] and with any Minor suit of that length and strength,[1] provided the hand has no side strength. With side strength, jump the No Trump instead of bidding the Minor. With any five-card suit headed by an Ace and without either of the other two top honors, it is better to jump the No Trump. Illustrations of this type of bidding follow. Partner having bid two No Trumps, jump to three of the long suit with:

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[1] With greater length and strength, the advisability of the suit-bid is obvious, but it should not be made with a weak six-card suit.

[2] The bid with King-Queen-x-x-x is close but probably advantageous.

	(1)	(2)	(3)	(4)
♠	A-K-x-x-x	x-x-x	x-x	x-x-x
♡	x-x-x	x-x-x	A-Q-x-x-x	x-x-x
◇	x-x	K-Q-J-x-x	x-x-x	x
♣	x-x-x	x-x	x-x-x	A-Q-10-x-x-x

FOLLOWING BIDS

A following bid is one made immediately after an initial bid by an opponent; and it has long been a recognized principle in Bridge that a following bid may be made with less strength than an initial bid. For example, with Ace-Queen-Ten-x-x and no strength in any other suit, an initial bid would be unsound; but at Bridge that holding should be named by a Second Hand after a suit-bid of one by a Dealer. The Bridge rule is that a following bid presumably shows a five-card suit with a hand containing greater strength than one quick trick, but not necessarily the two quick tricks required for the initial bid. In Contract the theory of following bids must be modified somewhat because of the jump from partner which the initial Contract bid suggests and the Bridge bid does not.

A Major bid by Dealer, passed by Second Hand, is apt to be jumped by Third Hand, and passed by Fourth Hand, who would not dare to bid for fear his partner may be trickless. If a following bid had been made by Second Hand, Fourth Hand might well have been justified in raising or in naming his own suit. But as an offset to the above argument we must concede that if we retain the Bridge requirements for following bids, we must raise Contract

requirements for jumps by the partner who follows the follower.

When the initial bid is No Trump, weak following bids are not made; but when a Minor bid is overcalled by a following bid, the following bid may prove to be a valuable lead-director. With an initial Major bid, the probabilities are that if the side of the original bidder obtain the contract, it will be in the suit first named, and that Second Hand will be the original leader; with an initial Minor bid, the chances are that Third Hand will change the declaration and Fourth Hand be the original leader. Therefore, when one of a Minor suit is bid initially, the following bid is likely to be of great value as a lead-director for Fourth Hand; it also may shut out a Third Hand bid.

Another important question to be considered in Contract is whether the following bid can be made by a call of one, as is generally the case when it is made over an initial Minor, or necessitates a call of two, as is apt to be the case when it is made over an initial Major. It therefore seems wise to provide that following bids, when made with less strength than is required for a Contract initial bid, should be limited to bids of one made over an initial Minor;[1] and that all other following bids—including one Spade over one Heart, and two Clubs over one Diamond—should announce the full strength required for an initial bid at Contract.

[1] Partner should not raise or jump this kind of following bid without greater than minimum strength.

DOUBLES

No sound reason seems to stand in the way of applying the principles of Auction Bridge doubles to Contract. A double of one No Trump, or of one, two or three of a suit—if made at the first opportunity and before the partner of the doubler has bid or doubled—should be informatory; all other doubles should be business, except immediately after a bid of two of a suit which has overcalled partner's initial No Trump (*e. g.*, South one No Trump, West two Spades, North double), in which case the double by the partner of the No Trumper should be informatory in spite of the fact that it is made after a friendly bid. (This is the only exception to the general rule that a double after a bid by partner is business.) As the writer has urged greater strength than is required by many to justify an informatory double at Bridge, he is not inclined to raise his Bridge limit for Contract; but in Contract—and of course especially when vulnerable—it is of great importance that informatory doubles should be conservative and dependable.

SLAM BIDDING

During the year that preceded the introduction of Contract in this country, there were a few Bridge players who "played slams." Playing slams meant allowing a large bonus when a slam was made after being bid for. With some it was 500 and 1,000, with others 1,000 and 2,000 for Small and Grand Slam respectively. When playing slams, special

slam bidding was indulged in and many a Bridge sin was committed with slam bidding given as an excuse. The game found so little favor that no recognized system for it was ever evolved; but now that Contract is being played with the slam feature as an authorized part of the game, various bidding systems to produce slam contracts (some founded upon the Bridge experiments) are being advocated by players and teachers.

The general idea of "slam bidding" is to introduce certain bids with special and un-Bridge meaning after there has been an apparent "meeting of the minds" or the "declaration has been set." The declaration has been "set" (the word being used with a meaning quite foreign to that of "set" in ordinary Bridge), and the minds of partners have "met," when an agreement has been reached between them as to the best declaration for the combined hands. This agreement is supposed to be arrived at by conventional bidding; then standard conventions are thrown to the winds and further bids have a special slam meaning. When partners actually have slam material in their cards and the special bidding scheme works out successfully, the result is very satisfactory and the gradual unfolding of the partnership enterprise is most thrilling. The only trouble is that too often the meeting of the minds proves to be a collision, and it turns out that the declaration is "set" in the familiar Bridge sense of the word—due to a misunderstanding of the meaning of some of the bids, or to the fact that the

information encourages the slam-hunting side to shoot too high.

In slam bidding, after the selected suit has been "set," a bid in some other suit means one of two things; a few using it in one way and the great majority the other. The two things are:

(*a*) That the bidder holds the Ace (with or without others) of the suit he names or (with a suit-bid set) has no cards of it.

(*b*) That with the set suit the trump, no trick will be lost in the suit named.

Specifically, the "*b*" meaning is that, of the suit named, the bidder has Ace-King,[1] or Ace only, or none. The "*b*" meaning gives much more valuable information than the "*a*;" but as the opportunity to use the "*a*" meaning will occur much more frequently, it is the meaning in general use.

This kind of bidding would add a new and delightful feature to the auction if it did not have so many incidental drawbacks. The first difficulty encountered by slam bidders is in mutually understanding when they have "set" their contract and arrived at the time to give a special interpretation to further bidding. Some players understand that a declaration is set when either partner has bid three of it; others say that when both partners have bid a suit, that suit is set; another rule is that a suit is set when one partner bids two initially and the

[1] With an Ace-King, even if accompanied by one or more others of the suit, it is considered safe to tell a player who is very long in some other suit that he will not lose any tricks in the suit named. He probably has not three cards of the Ace-King suit and, if so, a discard may be obtained.

other jumps or assists; and still another is that a bid for game is needed to set a declaration. There are other rules in vogue for determining when a declaration is set, and the room for partnership misunderstandings on this one point is very great. The result of all this is that players often sacrifice legitimate informatory bidding in a wild scramble for an impossible slam; and games are lost that would have been made had the bidding been conducted in accordance with conservative practices.

It cannot be denied that successful slam bidding is sensational and thrilling. For two partners first to set their best declaration, then to show Aces or non-losing suits, then to carry the bidding to six or seven, and finally to make the slam and earn the tremendous bonus that goes with it; causes the slammer to feel like a golfer who has made a hole in one. But setting up restricted bidding meanings for the sole purpose of bagging the occasional slam is very apt to be expensive. To begin with, when the slam situation does "happen around," the chances are more than even that normal bidding would lead to a slam declaration, making special bidding unnecessary; and to begin *and* end with, the adoption of the special slam conventions too often closes the mouth of a player who otherwise would be able to make a highly useful and enlightening declaration of the normal conventional variety.

In Contract, just as in Bridge, there are numerous two-suiters; and because a partner has had the

strength to jump the first suit mentioned, may not mean that the combined hands will not work more satisfactorily with the other suit as trump. A player who started by bidding one of a suit, might wish to show his second suit after his partner had jumped his first to three; but might hesitate about doing so for fear his partner would consider it to be a slam bid.

There is one slam convention which appears to have merit, which should not create misunderstandings, and which should be most useful when employed by discriminating players. That convention is a higher bid in a suit *which has been named by the opponents*. Such a bid has the *"b"* meaning referred to above: that is Ace-King, Ace only, or none, and the opportunity to use it generally occurs when the bidder is cardless of the adverse suit in which he is calling one more. Of course the bidder, besides showing that he insures against losing a trick in the adverse suit, must have enough strength in his hand to justify the high bid. Suppose your partner doubles (say) an initial bid of two Hearts and you have strength that suggests slam probabilities but no Hearts. It is a wonderful opportunity to tell a dependable partner that you have a hand which, combined with the strength his double has announced, looks good for slamming, and that no trick in Hearts will be lost. This can be accomplished by bidding three Hearts, which will force your doubling partner to show his strength; after which, if advisable, you can show yours; and he,

with your "no-losing-Hearts" information, may determine that it is advisable to try for a slam.

Another possibility: South bids two Spades, West three Hearts, North has:

♠ Q-x-x-x
♡ A
◇ A-K-Q-x
♣ x-x-x-x

He bids four Hearts, thereby showing no tricks will be lost in Hearts and "I have strength to force you to four Spades." After South's responsive four Spades, North bids five Diamonds and South then has his chance to bid for big or little slam, depending on the number of Club losers he holds.

A very useful slam convention is the obvious meaning to be derived from a bid made for more than game, such as four No Trumps at a love score, two Spades with a score of 70 or the jump of partner's one Spade to three with a score of 40. All such bids show great strength and a desire to slam if partner be strong; after one of them, the contract being clearly set, the Ace showing may properly begin.

In urging against the indiscriminate slam bidding which is so popular in certain sets and upon which great stress is placed by some writers, it may be stated safely that in the history of Contract, slam bidding has cost one hundred points for every one it has made; nothing is more profitable than to play against two bidders who are confirmed slammers and who develop the Ace-showing mania early in the

auction. With the system of informatory declarations advocated in this book, it is firmly believed that in almost every case in which it is safe to bid for a slam, sound bidders will be able to appreciate that fact without recourse to special extraneous slam information; but if not used until after a game-bid has been made—and even then only with hands of the whale species—it may be of service to the real expert. For any other type of bidder it is predestined to be a deadly boomerang.

IV

THE LAWS OF CONTRACT BRIDGE

ADOPTED BY

The Whist Club, New York

AND BY

The Racquet and Tennis Club, N. Y.
The American Whist League
The Knickerbocker Whist Club
The Cavendish Club
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PREFACE

For the benefit of the many players who have recently taken up Contract Bridge, the following explanation is made:

Laws are not drafted to prevent dishonorable practices; that they cannot accomplish. Ostracism is the only adequate remedy. The real object of the laws is to define the correct procedure and to provide for the situations which occur when a player through carelessness gains an unintentional, but nevertheless an unfair advantage. Consequently, penalties when provided are moderated to a minimum consistent with justice. An offending player should earnestly desire to pay the full penalty and thus atone for his mistake. When this essential principle is thoroughly understood, penalties are paid graciously and cheerfully, improper claims are not presented, arguments are avoided, and the pleasure of the players is materially enhanced.

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THE LAWS OF CONTRACT BRIDGE

PLAYERS

1. The game of Contract Bridge is played by four persons: two play as partners against the other two, each pair constituting a side.

CARDS

2. (*a*) Two packs of playing cards with different backs are used.

(*b*) A correct pack contains fifty-two cards divided into four suits of thirteen cards, one card of each denomination to a suit.

(*c*) A perfect pack is one in which no card is torn, soiled, or otherwise so marked that it may be identified from its back.

(*d*) Any player may demand two new packs to replace correct and perfect packs, provided he do so at the end of a hand and before the ensuing cut. The opponents of the player demanding them shall have the choice of packs, unless the demand be made at the beginning of a rubber, in which case the dealer has the choice.

RANK OF CARDS

3. The cards of a suit rank: Ace (highest), King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2 (lowest).

RANK OF SUITS IN DRAWING

4. In the draw, as between cards of equal rank, the suits rank: Spades (highest), Hearts, Diamonds, Clubs (lowest). High wins.

THE DRAW

5. For the purposes of the draw, a shuffled pack shall be spread face down on the table. Each player draws by lifting a card from the spread pack and showing its face. If a player show more than one card, or one of the four cards at either end of the pack, it is a misdraw by that player and he must draw again.

FORMING TABLES

6. (*a*) A complete table consists of six members. In forming a table, candidates who have not played rank first and in the order in which they entered the room. Candidates who have played, but are not members of an existing table, rank next. Candidates of equal standing decide priority by the draw; high wins.

(*b*) Before the beginning of a rubber, a candidate may enter any incomplete table by announcing his desire to do so. Such announcements, in the order made, entitle candidates to places as vacancies occur.

MEMBERS LEAVING A TABLE

7. If a member leave a table, he forfeits all his rights at said table, unless he leaves to make up a table that cannot be formed without him and, when leaving, announces his intention of returning when his place at the new table can be filled: in which case his place at the table he left must be reserved for him. When a member leaves a table to make up a new table which

cannot be formed without him, and does not claim the right to retain his membership in the old table, he shall be the last to draw out of the new table. When two members leave a table pursuant to this law, the law applies to both.

PLAYERS LEAVING A TABLE

8. (*a*) A player leaving a table may, with the consent of the other three players, appoint a substitute to play in his absence. Such appointment becomes void upon return of said player, or upon conclusion of the rubber; in any case, the substitute, when released, regains all his previous rights.

(*b*) A player who breaks up a table by withdrawing from a table of four at the end of a rubber; or who, after availing himself of the privileges of paragraph (*a*), fails to return before the end of the rubber, cannot claim entry elsewhere as against the other three players from that table.

DRAWING FOR PARTNERS AND DEAL

9. (*a*) A table having been formed, the members draw. He who draws highest becomes the first dealer and has choice of packs and seats; he may consult his partner before choosing, but, having chosen, must abide by his decision. He who draws second highest is dealer's partner and sits opposite him. The third highest has choice of the two remaining seats; fourth highest takes the vacant one. The members, if any, who draw lower than fourth, remain members of the table but do not play in the current rubber.

(*b*) If, at the end of a rubber, a table consist of five or six members, those who have played the greatest number of consecutive rubbers are the first to lose

their places as players, but do not lose their standing as members. The draw decides between players of equal standing.

(*c*) At the beginning of every rubber, the players draw for partners and for choice of seats and packs.

THE SHUFFLE

10. (*a*) After the players are seated at the beginning of a rubber, the player on the dealer's left shuffles the pack which dealer has chosen. All players have the right to shuffle, dealer having the right to shuffle last.

(*b*) During each deal the still pack is shuffled by dealer's partner, who then places it face down at his right (at the left of the next dealer).

(*c*) The pack must be shuffled thoroughly in view of all the players, but not so as to expose the face of any card.

(*d*) If any provision of this law be violated, any player, before the deal starts, may demand a new shuffle.

THE HAND

11. A hand begins with the cut and ends when the last card is played to the thirteenth trick; or when any or all of the remaining tricks have been conceded by either side.

THE CUT

12. (*a*) Dealer, immediately before the deal, places the pack before his right hand opponent, who lifts off the top portion and places it beside the bottom portion toward dealer, who then places the bottom portion on top. This constitutes the cut.

(*b*) If the cut leave fewer than four cards in the top or bottom portion; or any card be faced or displaced; or there be any doubt as to where the pack was divided, or as to which was the top and which the bottom portion; or any but the proper player cut; or any but dealer complete the cut; or any player shuffle after the cut; a new shuffle and a new cut may be demanded by any player.

THE DEAL

13. (*a*) The deal begins after the cut, and ends when the last card has been placed in turn in front of the dealer. The dealer distributes the cards one at a time, face down; the first card to the player on his left, and so on until all fifty-two cards are dealt, the last one to dealer.

(*b*) Except at the beginning of a rubber, and except as in Laws 14, 15 and 16, the player to deal is the one on the left of the last previous dealer.

CARDS TOUCHED DURING DEAL

14. If any player, except dealer, touch a card during the deal and thereby cause a card to be faced, making a new deal compulsory, the side opposed to the offender may add fifty points to its honor score.

NEW DEAL
(Compulsory)

15. I. There must be a new deal by the same dealer with the same pack:

(*a*) If the cards be not dealt to the proper players into four distinct packets of thirteen cards each.

(*b*) If, during the deal, any card be found faced in the pack, or be exposed on, above, or below the table.

(*c*) If, before play begins, it be discovered that more than thirteen cards were dealt to any player.

(*d*) If, during the hand, one player hold more than the proper number of cards and another less.

II. There must be a new deal by the same dealer with a correct pack if, during the hand, the pack be proved incorrect. The current hand is void, but all previous scores stand. The pack is not incorrect on account of a missing card if found in the still pack, among the tricks, below the table, or in any place which makes it possible that such card was part of the pack during the deal. Any player may search for it; if it be not found, there must be a new deal by the same dealer with a correct pack.

NEW DEAL
(Optional)

16. During the deal, any player who has not looked at any of his cards may demand a new deal:

(*a*) If the wrong player deal; if the dealer omit the cut, or deal with the wrong pack.

(*b*) If the pack be imperfect.

In (*a*), the new deal is by the proper dealer with his own pack; in (*b*), by the same dealer with a perfect pack. If no legal demand for a new deal be made under this law before the end of the deal, it stands and the player on the left deals next with the still pack.

THE CONTRACTING

17. (*a*) The contracting begins when the deal ends, and ends when all four players pass; or after a declaration that three players in proper succession have passed. The first legal act of the contracting is a bid or pass by the dealer. Thereafter, each player in turn to the left

must pass; bid, if no bid have been made; make a higher bid, if a bid have been made previously; double the last bid made by an opponent, or redouble an opponent's double, provided no bid has intervened. Each pass, bid, double or redouble is a declaration.

(*b*) When all four players pass, no bid having been made, the hand is abandoned and the next dealer deals the still pack.

BID

18. A bid is made by specifying any number from one (1) to seven (7) inclusive, together with the name of a suit or No Trump, thereby offering to contract that with such suit as trump, or with No Trump, the bidder will win at least the specified number of tricks over six.

RANK OF BIDS

19. A bid of a greater number of tricks ranks higher than a bid of a less number. When two bids are of the same number, they rank: No Trump (highest), Spades, Hearts, Diamonds, Clubs (lowest).

INSUFFICIENT BID

20. (*a*) A bid, unless it be the first bid of the hand, is insufficient if it be not higher than the last previous bid.

(*b*) A player having made an insufficient bid, may correct it without penalty if he do so before another player has called attention to the insufficiency, or has declared; in which case an insufficient suit-bid must be made sufficient in the same suit; an insufficient No Trump bid, in No Trump.

(*c*) If the player on the left of the insufficient bidder declare before attention has been called to the insuffi-

ciency, the insufficient bid stands and is treated as if sufficient.

(*d*) If any player, other than the insufficient bidder, call attention to the insufficiency before the insufficient bidder has corrected his bid and before the next player has declared, the bidder must make his bid sufficient and his partner is barred from further participation in the contracting. In such case, the bid may be made sufficient by substituting any higher bid in any suit or No Trump.

IMPOSSIBLE BID

21. If a player bid more than seven, the bid is void, the offender and his partner are barred from further participation in the contracting, and either opponent may:

(*a*) Demand a new deal.

(*b*) Require the declaration to be played by the offending side at seven (undoubled or doubled).

(*c*) Direct that the contracting revert to the last legitimate declaration and be continued by the side not in error.

BID OR DOUBLE OUT OF TURN

22. An out-of-turn bid is void, unless the opponent on the left of the offender declares before either the in-turn bidder declares, or before any player calls attention to the offense.

When the out-of-turn bid is void, the contracting proceeds from the declaration of the proper bidder, and the partner of the offender is barred from further participation in the contracting; but the offender may declare thereafter in his proper turn. When the partner

of the offender is the in-turn bidder, such turn passes to the next bidder.

When the opponent on the left declares before the in-turn bidder, and before attention is called to the out-of-turn bid, the contracting continues from that declaration and there is no penalty.

A double or redouble out of turn is subject to the same provisions and penalties as a bid out of turn, except when it is the partner's turn to declare, for which Law 26–*g* provides.

PASS

23. When, in his proper turn in the contracting, a player does not bid, double or redouble, he must pass; he should do so by saying "Pass" or "No Bid," and the turn to declare is thereby transferred to the next player on the left, unless such pass ends the contracting.

PASS OUT OF TURN

24. (*a*) If no bid have been made:

A pass out of turn is void; the proper player declares, and the offender may not bid, double or redouble until the first bid has been overbid or doubled.

(*b*) If a bid have been made:

A pass out of turn is void; the proper player declares, and the offender may not bid or double until the declaration he passed is overbid or doubled.

In either (*a*) or (*b*): if the player at the left of the offender declare before attention is called to the offense, the pass becomes regular, the contracting proceeds, and the offender may declare in turn.

In either (*a*) or (*b*): if it be the turn to declare of the player on the right of the offender, a declaration

by the in-turn player made before his partner declares, is regular and calls attention to the offense.

DOUBLES AND REDOUBLES

25. During the contracting and in proper turn, a player may double the last previous bid, if made by an opponent, or redouble an opponent's double. Doubles and redoubles increase the values of made contracts (Law 36–*b*), extra tricks and undertricks (Law 52–*b*). Doubling or redoubling does not change bidding values (Law 19), the values of honors or slams, nor that part of a revoke penalty which is scored in points. A bid which has been redoubled may not again be doubled or redoubled.

A double of an opponent's double is a redouble; a redouble of an opponent's bid is a double.

ILLEGAL DECLARATIONS

26. (*a*) A double or redouble, made before a bid has been made, is a double or redouble out of turn, for which Law 22 provides the penalty.

(*b*) If a player bid, double or redouble, when barred from so doing, either opponent may decide whether or not such bid, double or redouble shall stand; and in any such case, both the offending player and his partner must thereafter pass.

(*c*) A bid, double or redouble, made after the contracting is ended, is void. It is not penalized if made by Declarer or his partner, but if made by an adversary, Declarer may call a lead from the partner of the offender the first time it is the turn of said partner to lead.

(*d*) A pass made after the contracting is ended, is void; no penalty.

(*e*) A double or redouble of a redouble is void, and either opponent of the offender may demand a new deal, or add two hundred points to the honor score of his side.

(*f*) A double of a partner's bid, or a redouble of a partner's double is void. Penalty: the opposing side may add one hundred points to its honor score.

(*g*) If a player double or redouble when it is his partner's turn to declare, the opponents may consult before declaring further, and elect:

(1) To call the bid made before the offense the final bid.

(2) To call the doubled or redoubled bid the final bid.

(3) To demand a new deal.

(*h*) A player is not required to name the bid he is doubling or redoubling, but if he do so and name any bid other than the one he might legally double or redouble, his declaration is void; he must declare again, and his partner is barred from further participation in the contracting.

CHANGING DECLARATION

27. A player who inadvertently says "No Bid" when meaning to say "No Trump," or *vice versa;* or who inadvertently names one suit when meaning to name another, may correct his mistake before the next player declares.

A change in the number of tricks bid (except to make a bid sufficient), or from Pass to any bid, may not be made.

By "inadvertently" is meant a slip of the tongue, not a change of mind.

Except as above provided, a player may not change his declaration: and if he attempt to do so, the second

declaration is void and may be penalized as a bid out of turn.

CARDS EXPOSED DURING THE CONTRACTING

28. If, during the contracting, a player lead or expose a card, it must be left face up on the table: and if it be a Ten or higher card, the partner of the offender is barred from further participation in the contracting.

If the offender become Declarer or Dummy, the card is no longer exposed; but if the offender become an adversary, the card, regardless of its rank, remains exposed until played.

If the player at the left of the offender become Declarer he may, before the Dummy is exposed, prohibit a lead of the suit of the exposed card by the partner of the offender. When two or more cards are exposed by the same player, all are subject to the provisions of this law; but the Declarer may not forbid the lead of more than three suits.

THE CONTRACT

29. At the end of the contracting the highest bid becomes the contract. The partners who secure the contract undertake to win at least six tricks (the book), plus the number of tricks named in the contract.

The partners who secure the contract become respectively Declarer and Dummy. The player who first, for his side, named the suit or No Trump of the contract, becomes Declarer; his partner, Dummy. The partners who do not secure the contract become the adversaries: the one on Declarer's left hereinafter termed Senior; the one on Declarer's right hereinafter termed Junior.

THE DUMMY

30. *(a)* After the end of the contracting, unless all four players have passed initially, the play begins, and continues until the last card is played to the thirteenth trick. Senior leads; Dummy places his cards face up on the table and Declarer plays Dummy's cards in addition to playing his own.

(b) During the play, Dummy may not:

(1) Warn Declarer that he is about to lead from the wrong hand, nor tell him which hand has the lead. Penalty: either adversary may name the hand from which the lead shall be made.

(2) Suggest a lead or play by touching or naming a card, or otherwise. Penalty: either adversary may direct that Declarer make such lead or play such card (if legal) or refrain from doing so.

(c) Except as provided in *(b)*, Dummy has all the rights of a player, unless he intentionally sees the face of a card held by Declarer or either adversary.

(d) If Dummy have intentionally seen any such card, he may not call Declarer's attention to:

(1) Any legal right. Penalty: forfeiture of such right.

(2) A card exposed by an adversary. Penalty: the card is no longer exposed.

(3) An adverse lead out of turn. Penalty: the adversaries, after consultation, may decide which of them shall lead.

(4) An adverse revoke. Penalty: the revoke may not be claimed.

(5) The fact that he has refused a suit by asking

whether he have any or none of it. Penalty: Declarer may not change his play and is liable for any revoke resulting therefrom.

LEAD AND PLAY

31. When a player places a card face up on the table, his act is a play. The first play to a trick is a lead.

A lead or play is completed:

(*a*) By an adversary, when the card is so placed or held that his partner sees its face.

(*b*) By Declarer, when the card is quitted face up on the table.

(*c*) By Dummy, when Declarer touches or names the card. If, in touching a card, Declarer say "I arrange," or words to that effect; or if he manifestly be pushing one or more cards aside to reach the one desired, touching the card does not constitute a lead or play.

CARDS EXPOSED DURING PLAY

32. During the play the following are exposed cards:

(*a*) When two or more cards are led or played simultaneously, the offender may designate which one is led or played, and the others are exposed, except any one so covered that its face is completely concealed.

(*b*) A card dropped face upward on the table, even if picked up so quickly that it cannot be named.

(*c*) A card dropped elsewhere than on the table, if the partner sees its face.

(*d*) A card so held by a player that his partner sees any portion of its face.

(*e*) A card mentioned by either adversary as being in his own or in his partner's hand.

(*f*) If an adversary who has played to the twelfth trick, show his thirteenth card before his partner plays his twelfth, the partner's two cards are exposed.

(*g*) If an adversary throw his cards face up on the table, they are exposed, unless such act follows a claim by Declarer of a certain number, or the rest of the tricks.

(*h*) A card designated by any law as "exposed."

PENALTY FOR EXPOSED CARDS

33. (*a*) There is no penalty for a card exposed by Declarer or Dummy.

(*b*) A card exposed by an adversary must be left face up on the table and Declarer may call it (*i. e.*, require its owner to lead or play it) whenever it is the owner's turn to lead or play, unless playing it would cause a renounce.

(*c*) Declarer may not prohibit the lead or play of an exposed card, and its owner may lead or play it whenever he legally can do so: but until played, Declarer may call it any number of times.

LEADS OUT OF TURN AND CARDS PLAYED IN ERROR

34. (*a*) After the contracting ends and before Senior leads, should Junior lead or expose a card, Declarer may treat it as exposed, or require Senior (the proper leader) to lead a card of a suit named by Declarer. Dummy may call attention to the offense; but should Declarer and Dummy consult regarding the penalty, it is canceled. Should Dummy show any of his cards

before the penalty is selected, Declarer may call the exposed card, but may not call a lead.

If an adversary lead out of turn during the play, Declarer may call the lead of a suit as soon as it is the turn of either adversary to lead, or may treat the card so led as exposed.

(*b*) Should the adversaries lead simultaneously, the correct lead stands and the other is an exposed card.

(*c*) Should Declarer lead out of turn either from his own hand or Dummy, such lead shall stand, unless an adversary call attention to the error before he or his partner plays. When attention is called to the error in time, Declarer must lead from the proper hand; and, if that hand have a card of the suit led from the wrong hand, he must lead that suit.

(*d*) Should any player (including Dummy) lead out of turn, and next hand play, the lead stands as regular. If an adversary lead out of turn, and Declarer play next, either from his own hand or Dummy, the adverse lead stands as regular.

(*e*) Should an adversary who has played a card which is a winner as against Declarer and Dummy, lead another or several such winning cards without waiting for his partner to play, Declarer may require said adversary's partner to win, if he can, the first or any of these tricks, after which the remaining card or cards thus led are exposed.

(*f*) After a lead by Declarer or Dummy, should Fourth player play before Second, Declarer may require Second player to play his highest or lowest card of the suit led, or to win or lose the trick. If he have none of the suit led, Declarer may call his highest of any designated suit; if he hold none of the suit called, the penalty is paid.

(*g*) Should Declarer lead from his own hand or Dummy, and play from the other hand before either adversary plays, either adversary may play before the other without penalty.

(*h*) If a player (not Dummy) omit playing to a trick and then play to a subsequent trick, Declarer or either adversary (as the case may be) may demand a new deal whenever the error is discovered. If no new deal be demanded, the surplus card at the end of the hand is considered played to the imperfect trick, but does not constitute a revoke therein.

(*j*) Whenever it is suspected that any of the quitted tricks contain more than four cards, any player may count them face downward. If any be found to contain a surplus card, and any player be short, either opponent of the player who is short may face the trick, select the surplus card, and restore it to the player who is short; but this does not change the ownership of the trick. The player who was short is answerable for any revoke as if the missing card had been in his hand continuously. Should the side in whose tricks the surplus card is found, have failed to keep its tricks properly segregated, either opponent of such side may select a card from the tricks improperly gathered and restore such card to the player who is short.

TRICKS

35. (*a*) Unless compelled, as a penalty, to lead in a certain way, a player may lead any card he holds; after each lead, each player in turn to the left must follow suit if he can. A player having none of the suit led, may play any card he holds.

(*b*) A trick consists of four cards played in succession, beginning with a lead.

(*c*) A trick containing one trump-card or more, is won by the player who plays the highest trump-card. A trick containing no trump-card, is won by the player who plays the highest card of the suit led.

(*d*) Declarer gathers all tricks won by himself or Dummy; either adversary may gather all tricks won by his side. All tricks gathered by a side should be kept together and so arranged that the number thereof may be observed, and the identity of each trick readily established. A trick gathered by the wrong side may be claimed by the rightful owners at any time prior to recording the score for the current hand.

(*e*) A quitted trick may be examined upon demand of any player whose side has not led or played to the following trick.

(*f*) The winner of each trick leads to the next, until the last trick is played.

THE MADE CONTRACT

36. (*a*) The Made Contract represents the number of tricks won by Declarer after he has won six tricks, up to and including the number of tricks named in his contract. The first six tricks won by Declarer constitute his book and have no scoring value. If Declarer fails to win the contract, his side scores nothing for tricks; but if he makes his contract, his side scores in their contract score, the value, normal, doubled or redoubled, of the Made Contract. For the Made Contract trick values see Law 52–*a*. The value normal, doubled or redoubled of their Made Contract is the only score either side can score in its contract score. All other points, including extra tricks made, are scored in the honor score.

(*b*) Doubling doubles the normal value of the tricks

of the Made Contract; redoubling multiplies by four the normal value of said tricks.

EXTRA TRICKS

37. (*a*) Extra tricks are tricks won by Declarer in excess of his Made Contract.

(*b*) Extra tricks are scored in the honor score (Law 52–*b*).

UNDERTRICKS

38. (*a*) The book of the adversaries is seven minus the number of tricks named in Declarer's contract. When the adversaries win a trick or tricks in addition to their book, such tricks are undertricks.

(*b*) The adversaries score in their honor score for all undertricks (Law 52–*b*).

REFUSE AND RENOUNCE

39. To fail to follow suit is to refuse: to refuse when able to follow suit is to renounce.

THE REVOKE

40. (*a*) A renounce becomes a revoke:

(1) When a renouncing player or his partner, whether in turn or otherwise, leads or plays to the following trick.

(2) When the renouncing player or his partner claims the remaining tricks, or any of them.

(*b*) When one side claims a revoke, if either opponent mix the cards before the claimant has had reasonable opportunity to examine them, the revoke is established.

(*c*) When a player has incurred a penalty requiring him to play the highest or lowest of a suit, or to win or lose a trick, or to lead a certain suit, or to refrain from

playing a certain suit; and fails to act as directed when able to do so: he is subject to the penalty for a revoke.

(*d*) When any player (except Dummy) is found to have less than his correct number of cards, and the other three have their correct number, the missing card or cards, if found, belong to the player who is short and he is answerable for any revoke or revokes as if said card or cards had been in his hand continuously.

REVOKE AVOIDED

41. A renouncing player is not penalized for revoke under the following circumstances:

(*a*) A renounce by Dummy must be corrected if discovered before the lead to the next trick. After such lead, the renounce may not be corrected. There is no penalty in either case.

(*b*) Should Dummy leave the table, Declarer cannot be penalized for revoke, unless an adversary call the renounce to his attention in time to enable him to correct it.

(*c*) When a player refuses, any other player may ask whether he has any or none of the suit led; and if he admit that he has renounced before his renounce has become a revoke, he shall be subject to the penalty for a renounce, but not to the penalty for a revoke. Dummy may not ask the above question, if he have intentionally seen a card of another player.

RENOUNCE PENALTY

42. A renounce made by any player (except Dummy) may be corrected by such player at any time before he or his partner has led or played to the following trick, or claimed any of the remaining tricks. In that case there is no revoke penalty; but the player, if an

adversary, may be required to play his highest or lowest card of the suit led. Declarer, instead of calling the highest or lowest, may treat the card played in error as exposed. A Declarer who has renounced may be required by either adversary to play his highest or lowest, if the adversary on his left have played after the renounce. Any player who has played after a renounce may, if it be corrected, withdraw his card and, without penalty, substitute another; if an opponent have led to the next trick, that lead may be changed.

REVOKE PENALTY

43. (*a*) Two tricks for the first revoke by any player.

(*b*) One hundred points penalty scored in adversaries' honor score for each subsequent revoke.

Penalty tricks are taken at the end of the hand from the tricks of the revoking side and added to the tricks of the other side. They count exactly as if won in play and assist Declarer to make his contract or to go game; or may assist the adversaries to defeat the contract, in which case they carry full penalty values. If they make the total twelve or thirteen tricks for Declarer, they carry the proper slam premium if bid. If the contract be doubled or redoubled, they count at the doubled or redoubled value in the contract score of the Declarer, and carry their full premium or penalty values in the honor score of either side. After surrendering these tricks, the revoking side may score for its remaining tricks as it would if it had not revoked. If the revoking side have not enough tricks to pay the penalty in full, the adversaries take all the tricks they have and 100 additional points in their honor score for each revoke which would otherwise remain in whole or in part unpenalized.

TIME LIMITATION OF REVOKE CLAIM

44. No revoke penalty may be claimed after the next ensuing cut; nor, if the revoke occur during the last hand of the rubber, after the score has been agreed upon; nor, if there have been a draw for any purpose in connection with the next rubber.

CLAIMING TRICKS

45. If Declarer claim the remaining tricks or any number thereof, either adversary may require him to place his cards face up on the table and to play out the hand. In that case, Declarer may not call any cards either adversary has exposed, nor refuse to trump a doubtful trick when able to do so, nor take any finesse unless:

(*a*) He announces his intention to do so when making his claim; or

(*b*) The adversary on the left of the finessing hand had refused the suit before the claim was made.

CONCEDING TRICKS

46. (*a*) Declarer may concede one or more tricks unless Dummy promptly objects; but if Dummy have intentionally seen a card in the hand of a player, he may not object. If, after a concession by Declarer and before objection by Dummy, an adversary face his cards, they are not exposed.

(*b*) Either adversary may concede one or more tricks to Declarer, unless the other adversary promptly objects; but if the conceding adversary face his cards, they are exposed.

GAME

47. A game is won when one side makes a contract score of 100 or more points. A game may be completed in one hand or more; each hand is played out and the full value of a made contract is counted, whether or not needed to make game. No contract points are carried over from one game to the next; each side starts a new game with a contract score of zero.

VULNERABLE

48. After a side wins one game it becomes "Vulnerable." Until a side wins a game it is "Not Vulnerable."

RUBBER

49. (*a*) A rubber begins with the draw and is completed when one side has won two games; when one side wins the first two games, the third game is not played. The side having the net points (Law 52–*c*) wins the rubber.

(*b*) When a rubber is started with the agreement that the play shall terminate (*i. e.*, no new hand shall commence) after a specified time, and the rubber is unfinished at that time, the score is made up as it stands, two hundred points being added to the honor score of the winners of a game. A hand, if started, must be played out; but if a player refuse to finish it, his opponents may elect whether it be thrown out or counted at their estimate of the probable result.

(*c*) If a rubber be started without any agreement as to its termination, and before its conclusion one player leave; or if, after an agreement a player leave before the specified time, and in either case fail to appoint an acceptable substitute, the opponents have

the right to consult and decide whether the score of the unfinished rubber be canceled or counted as in (*b*).

HONORS

50. (*a*) In a No-Trump Contract, the honors are the four aces; in a suit contract, the honors are the Ace, King, Queen, Jack and Ten of that suit.

(*b*) Honors are scored in the honor score of the side to which they are dealt; their value is not changed by doubling or redoubling. Honor premiums are additional to all other premiums (Law 52–*b*).

SLAMS

51. (*a*) A Grand Slam is the winning of thirteen tricks by the Declarer. A Small Slam is the winning of twelve tricks by the Declarer. (See also Law 43–*b*).

(*b*) Slam premiums are additional to all other premiums; and to score the premium, the slam must be contracted for. Their value is not changed by doubling or redoubling (Law 52–*b*).

SCORING

52. (*a*) *Contract Score:* Each side has a contract score in which are recorded only points for Made Contracts. (Law 36.) Each Made Contract counts per trick:

With No Trump	35 points
With Spades Trumps	30 points
With Hearts Trumps	30 points
With Diamonds Trumps	20 points
With Clubs Trumps	20 points

Doubling and Redoubling, Law 36-*b*.
Rank of Bids, Law 19.

(b) *Honor Score:* Each side has an honor score in which all premiums and all penalties are scored as follows:

PREMIUMS

Honors:	*Points*
4 Trump Honors in one hand	100
5 Trump Honors in one hand	150
4 Aces in one hand in No Trumps	150
All Other	None
For Winning Final Game of Rubber:	
If a two-game rubber	700
If a three-game rubber	500
Making Contract:	
If Undoubled	None
If Doubled (When Declarer is Not Vulnerable)	50
(When Declarer is Vulnerable)	100
Extra Tricks:	
If Undoubled (When Declarer is Vulnerable or Not Vulnerable), per trick	50
If Doubled (When Declarer is Not Vulnerable), per trick	100
(When Declarer is Vulnerable), per trick	200
Slams Bid and Made (Law 51):	
Little Slam (When Declarer is Not Vulnerable)	500
(When Declarer is Vulnerable)	750
Grand Slam (When Declarer is Not Vulnerable)	1000
(When Declarer is Vulnerable)	1500
Unbid Slams Made	No Slam premiums

PENALTIES

Undertricks (Scored in Adversaries' honor score):	
If Undoubled (When Declarer is Not Vulnerable) per trick	50
If Undoubled (When Declarer is Vulnerable) for first trick	100
for subsequent tricks	200

	Points
If Doubled (When Declarer is Not Vulnerable)	
first two tricks, per trick	100
for third and fourth tricks, per trick	200
for subsequent tricks, per trick	400
If Doubled (When Declarer is Vulnerable)	
for the first trick	200
for subsequent tricks, per trick	400

Redoubling doubles the doubled premiums and penalties.

Neither doubling nor redoubling changes the premiums for games, slams and honors; nor the penalty in the honor score for the revoke.

(*c*) At the end of the rubber, the total points of a side are obtained by adding together its contract score and its honor score. Subtracting the smaller total from the greater gives the net points by which the rubber is won and lost.

(*d*) A proved error in the honor score may be corrected at any time before the score of the rubber has been made up and agreed upon.

(*e*) A proved error in the contract score may be corrected at any time before the next contracting begins; or, if the error occur in the final hand of the rubber, before the score has been made up and agreed upon.

(*f*) A proved error in addition or subtraction may be corrected whenever discovered.

CONSULTATION AND SELECTION OF PENALTIES

53. Laws that give "either partner," "either opponent," etc., the right to exact a penalty do not permit consultation.

(*a*) If either partner suggest or name a penalty, he is deemed to have selected it.

(*b*) If either direct the other to select a penalty, the latter must do so; and, if an attempt be made to refer the privilege back, the penalty is canceled.

(*c*) If either say (in effect): "Which of us is to select the penalty?" the penalty is canceled.

(*d*) A proper penalty once selected may not be changed.

(*e*) If a wrong penalty be selected, the selection must be corrected upon request of either opponent.

(*f*) If a wrong penalty be selected and paid without challenge, the selection may not be changed.

(*g*) A reasonable time must be allowed for the selection of a penalty.

(*h*) If, instead of exacting a penalty at the proper time, either opponent of the side in error declare or play, no penalty may be exacted.

INFORMATION

54. (*a*) During the contracting, information must be given concerning its details; but, after it is ended, should either adversary or Dummy inform his partner regarding any detail of the contracting, except the contract, Declarer or either adversary (as the case may be) may call a lead the next time it is the turn of the offending side to lead. At any time during the play, any player inquiring must be told the final bid, and whether it was doubled or redoubled; but no information may be given as to who doubled or redoubled.

(*b*) Any player (except Dummy) may, before a trick is turned and quitted, demand that the cards so far played be indicated by their respective players; but should either adversary, in the absence of such demand, in any way call attention to his own card or to the trick, Declarer may require the partner of the offender to play his highest or lowest card of the suit led, or to win or lose the trick.

(*c*) Either adversary, but not Dummy, may call his partner's attention to the fact that he is about to play or lead out of turn; but if, during the play, an adversary make any unauthorized reference to any incident thereof, or to the location of any card, Declarer may call a lead when it next becomes an adversary's turn to lead. Any such reference by Dummy may be similarly penalized by either adversary.

(*d*) If, before or during the contracting, a player give any unauthorized information concerning his hand, his partner may be barred from further participation in the contracting.

ETHICS AND ETIQUETTE

Offenses against the ethics and etiquette of the game are unpardonable, as they are not subject to prescribed penalties. The only redress is to cease playing with those who habitually disregard the following:

1. Declarations should be made simply, without emphasis, and without undue delay.

2. A player who has looked at his cards, should not indicate by word, manner, or gesture, the nature of his hand; nor his approval or disapproval of a bid, double or play; nor call attention to the score.

3. A player should not allow any hesitation or mannerism of his partner to influence his own declaration or play.

4. If a player demand that the bidding be reviewed, or that the cards played to a trick be indicated, he should do so for his own information and not to call his partner's attention to any bid or play.

5. An adversary should not lead until the preceding trick has been gathered; nor, having led a winning

card, should he draw another from his hand before his partner has played to the current trick.

6. A card should not be played with emphasis, nor in such manner as to draw attention to it; nor should a player detach one card from his hand and subsequently play another.

7. No player should hesitate unnecessarily in his play, in order to create a wrong impression regarding his hand.

8. Dummy should not leave his seat to watch Declarer play.

9. Except when permitted by law, a player should not look at a trick that has been turned and quitted.

10. A player should not purposely incur a penalty, even though willing to pay it; nor make a second revoke to conceal a first.

GOULASHES
(Optional)

When all four players pass, no bid having been made, and the players desire to play a Goulash, the cards shall be redealt by the same dealer. Before surrendering his hand, each player shall sort his cards into suits, arranging the cards in each suit according to value (Law 3). The dealer then places his cards face down on the table, and each player in turn, beginning with the player on the right of the dealer, places his cards face down on top of those of the preceding player. The cards are then cut by the player at dealer's right (no shuffling of any kind permitted) and are dealt as follows: Five at a time to each player in turn, beginning with the player on the left of the dealer, again five at a time to each player, and finally three at a time to each player.

When all four players pass, no bid having been made, the same procedure is followed as before, the cards being dealt by the same dealer.

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V

GLOSSARY

GLOSSARY

Above the Line. See **Line.**

Advance. To make an overbid in the same suit. See **Raise.**

Adversary. An opponent of Declarer.

Adverse. By, or pertaining to, the opponents.

Answer. To make a declaration called for, or suggested by, partner's previous declaration.

Approaching Bid. One designed to guide partner toward the most advantageous declaration.

Assist. To raise after an intervening adverse bid. See **Jump.**

Auction. (1) The part of the play which begins when the deal ends and ends when the four players pass on the first round or, after a bid, when three pass in succession. (2) Official name of the game of Auction Bridge under the 1920 code.

Auction Bridge. (See also **Contract.**) Official name of that game under 1926 code.

Balance of Strength. When two strong hands are opposed to each other, the remaining high cards are called the "balance of strength." The balance of strength may all be in one hand or may be divided between two.

Below the Line. See **Line.**

Best. See **Master Card.**

Bid. The naming of a suit, or No Trump, together with a number of tricks, to signify the number of odd tricks the bidder will undertake to win if he get the contract.

Bidding to the Score. Modifying one's bid in cognizance of a score advanced beyond love. See **Love Score.**

Bien Joué (well played). French term which signifies that Declarer has made his contract.

Big Slam. See **Slam.**

Blank Suit. A suit of which a player had none dealt to him.

Blind Lead. Initial lead.

Block. (1) To hold up the master card of the opponents' suit. (2) To fail to **unblock** partner's suit.

Bonus (or **Premium**). Points for winning the rubber, making a doubled contract, etc. See also **Contract Bonus, Game Bonus, Rubber Bonus.**

Book. (1) Declarer's first six tricks. (2) For Adversaries, the amount of Declarer's bid subtracted from seven.

Border-line Bid. One which is made on no more than minimum strength.

Bridge. (See also **Contract.**) (1) Popular unofficial name of Auction Bridge. (2) An earlier form of the game in which there is a Dummy but no bidding.

Business Double. One made primarily for the purpose of doubling the value of undertricks. See **Informatory.**

Business Pass. A pass which indicates to the partner, who has made an Informatory Double, that the existing declaration will be remunerative.

Bust. A hand devoid of trick-taking possibilities, or nearly so.

Call. Bid.

Calling a Card or a Suit, etc. As a penalty, the privilege of compelling an opponent to lead or play a certain card, or from a certain suit, or to play his highest or lowest, or to win or lose the trick.

Camouflage Declaration. One which does not disclose the make-up of the player's hand.

Candidate. One who has signified his desire to become a member of a table.

Cards. See **Pack.**

Cash. To lead one or more winning cards; usually, to lead all one's winning cards; to run.

Chicane. A hand void of trumps. (When playing under the American code it has no legal significance.)

Choice of Packs and Seats. The privilege, granted to the drawer of the highest card, of choosing the pack he wishes to deal and selecting his seat at the table.

"Claiming the Rest." Showing the remainder of one's hand as proof of ability to win the remaining tricks.

Closed Hand. Declarer's cards. See **Open.**

Combination Finesse. A finesse in which both hands participate. See **Finesse.**

Command. (n) The highest remaining card of a suit. (v) To hold that card.

Complete (Pack). Correct.

Complete Table. One having six members.

Consultation. Conference between partners regarding the selection of a penalty.

Continue (a suit). To lead the same suit again after winning a trick in it; to resume the lead of a suit after regaining the lead.

Contract. (See also next definition.) (1) Popular name of Contract Bridge. (2) An agreement, subject to penalty in case of failure, to win a specified number of tricks with a given trump or at No Trump. See **Bid.**

Contract, Contract Auction, Contract Auction Bridge, Contract Bridge. Different names for a form of the game in which only the number of odd tricks bid may be scored below the line. **Contract Bridge** is the official name.

Contract Bonus. Bonus allowed Declarer for making a doubled or redoubled contract.

Contracting. Same as Auction (1).

Convention. A practice in declaration or play which has some generally-understood special significance.

Conventional. A term applied to declarations and plays which depend for their validity upon some generally-understood special significance.

Correct Pack. See **Pack.**

Coup. A brilliant play. **Grand Coup.** The playing of a superfluous trump on partner's winning card.

Courtesies of the Table. See **Protection from Revokes.**

Cover. To play a card higher than any previously played to the trick.

Cross Ruff. See **Ruff.**

Cut. Separating the pack and putting the bottom portion on top for the purpose of changing the order of the cards.

Cutting Out. A name formerly given to drawing cards for the purpose of deciding who are to play in the next rubber.

Danger Hand. The adverse hand from which a lead would be more disadvantageous to Declarer than from the other adverse hand.

Deal. (n) The play which begins after the cut and ends with the distribution of the cards; improperly, the hand. (v) To distribute the cards.

Dealer. He who distributed the cards.

Declaration. A bid, double, pass, or redouble.

Declare. To bid, double, pass, or redouble.

Declarer. He who gets the contract and plays the combined hands.

Defeat the Contract. By the adversaries, to win enough tricks to prevent the winning by Declarer of the number of odd tricks bid by him.

Denial Bid. A shift of declaration made to show lack of support for partner's initial bid.

Denomination. The rank or value of a card; as, Ace, Jack, Seven, Deuce, etc.

Discard. To play a card which is not of the suit led and which is not a trump.

Discouragement Card. A low card which will not look like the beginning of a signal. See **Encouragement.**

Double. A feature of the declaration by which the value of tricks is doubled. See **Business, Informatory, Redouble.**

Double Chicane. Chicane held by partners simultaneously.

Double Ruff. See **Ruff.**

Double Tenace. See **Tenace.**

Doubleton. An original holding of two cards of a suit. See **Singleton.**

Down and Out (lead). The opening lead of leader's highest card of the suit, followed by the lead (or play) of the next lower, etc.

Draw. Pulling cards from a spread pack to decide who is to deal, who are to play the rubber, etc.

Duck. To play a losing card when holding one (of the suit led) which might surely or possibly win the trick.

Dummy. (1) Declarer's partner. (2) Dummy's cards.

Duplicate. A form of the game in which the hands are played more than once (*i. e.*, overplayed).

East. In conventional diagrams, the player at dealer's right.

Elimination. Tactics by which Declarer forces a lead from an adversary after exhausting the hand he is to lead up to of one or more suits.

Encouragement Card. A high card played or discarded on the first round of a suit to show partner the beginning of a signal.

Entry at Table. Determining by the draw who are to be members.

Entry Card. See **Re-entry.**

Established Suit. One in which the holder can take the remaining tricks if it be led.

Etiquette. Rules without legal penalties.

Exposed Cards. Cards the faces of which are shown contrary to the Laws.

Extra Tricks. Same as Overtricks.

Face Card. King, Queen, Jack.

Faced (card). One placed with face upward or outward when only its back should be shown.

Fall of the Cards. The order in which played.

False Card. To play or lead a card unconventionally for the purpose of deception.

False Cut. A cut improperly or illegally made.

False Draw. A draw improperly or illegally made.

Final Declaration. The last bid; the contract.

Finesse. To play the lower card of a tenace; or (see **Combination Finesse**) to lead a lower touching card toward a higher (but not touching card) and to play under the card led.

First Hand. See **Hand.**

Fit. A bid "fits" partner's hand when partner's cards furnish support for it.

Flag Flying. Assuming a losing contract for the purpose of preventing an adverse game.

Following Suit. Playing a card of the suit led.

Force. To lead a card which another player must trump to win.

Forced Bid, Lead, etc. One which some previous feature of the bidding or play has rendered expedient or necessary.

Fourchette. The cards next higher and next lower than the card held, led or played by the opponent to the right.

Fourth Best. The fourth highest card which a player originally held of a suit. When the fourth best is led initially, its denomination subtracted from eleven shows the number of higher cards of that suit out against the leader.

Fourth Hand. See **Hand.**

Freak (deal or hand). One in which the distribution of the cards is abnormal.

Free Bid. One not influenced by any previous declaration.

Free Double. The double of a bid which, if successful undoubled, would score game.

Fulfilling Contract. By Declarer, winning at least the number of odd tricks called for by the contract or final declaration.

Game. In Bridge, a score of 30 points or more in the trick score, made in one or more deals; in Contract the game score is 100.

Game All. One game for each side.

Game Bonus. In Contract, a bonus allowed for winning the final game. In Duplicate and Progressive a bonus is allowed for winnig an game in one hand.

Game In (or Out). One game ahead of (or behind) the opponents.

Get In. To secure the lead.

Go Down. To be set.

Goulash. In Contract, a device whereby when the four players all pass their first opportunity to bid, sorted but unshuffled hands are stacked and then dealt five and three at a time. Not a legal part of the game.

Grand Coup. See **Coup.**

Grand Slam. See **Slam.**

Guard. Card or cards which protect a guarded card or suit.

Guarded. Guarded card, card so accompanied by other cards of the same suit that it cannot be captured; guarded suit, one containing guarded card or cards.

Hand. (1) That which begins with the cut and ends when the last card is played to the thirteenth trick. (2) Cards held by a player. (3) Player's position, as "Second hand," "Fourth hand."

Higher Bid. One calling for more odd tricks; or, the odd tricks being equal, one naming a declaration of higher rank.

Holding Up. Refusing to play a winning card so as to use it on a later trick.

Honors. (1) Ace, King, Queen, Jack, Ten of the trump suit; the aces when there is no trump. (2) Ace, King, Queen, Jack, Ten of any suit.

Honor-score. (1) Total of all points outside of trick points. (2) The place on the score sheet where all points are entered except those which count toward game. In Contract, overtricks are scored in the Honor-score.

Imperfect Pack. See **Pack.**

Imperfect Tenace. See **Tenace.**

Incomers. Members of a table who take the places of outgoers.

Incomplete (pack). Incorrect.

Incorrect Pack. See **Pack.**

Information. Exchange of details concerning bidding or play.

Informatory Double. One made to give information rather than to double the value of undertricks. See **Business.**

Informatory Pass. A pass made to indicate a preference (after the partner has bid a two-suiter).

Initial Bid. Original bid made by Dealer or Second Hand.

Initial Lead. First lead made by Senior.

Insufficient Bid. One which fails to specify either a declaration of higher rank, or a greater number of tricks, than that named in the last previous bid.

Invitation (bid). Suit-bid made to encourage partner to bid No Trump.

Invulnerable. See **Vulnerable.**

Jump. To raise partner's bid in the absence of an intervening adverse bid. See **Assist.**

Junior. Player at Declarer's right.

Kill. High cards in a suit are "killed" when they are led through and captured.

Killing. Severe defeat of a contract.

Knock (together). When both opponents are compelled to play unguarded high cards on the same trick, the high cards are "knocked together."

Large Slam. Grand slam.

Lead. To play the first card of a trick.

Lead From, Through, Toward, Up To. Any lead is "from" the leader's hand, "through" the hand on the left, "toward" the one opposite, and "up to" the one on the right.

Lead-directing Bid. One made to direct the partner in case opponents get the contract.

Leader. The first player to any trick.

Length. Four or more cards in a suit. See **Strength.**

Line. Points for tricks are entered *below* a horizontal line on the score card, while all other points are scored *above* that line. See also **Honor-score.**

Little Slam. See **Slam.**

Long Cards. Those remaining in a player's hand after all other cards of the suit have been played.

Long Suit. One in which a player originally held four or more cards.

Losing Card. One which cannot be made to win.
Love Score. Nothing scored.
Major Suit. Hearts or Spades.
Major Tenace. See **Tenace.**
Make: (a card) win a trick with it; (a suit) establish it.
Make Up the Cards. To shuffle the pack for the next deal.
Making Up a Table. Assembling four or more candidates and drawing for places at table, partners, etc.
Master Card. Highest unplayed card of a suit.
Mayonnaise. Old name of Goulash.
Meeting of Minds. See **Slam Bidding.**
Member. One of six players who constitute a complete table.
Memory Duplicate. A form of Duplicate in which the hands are overplayed (played again) by the same players.
Minor Suit. Clubs or Diamonds.
Minor Tenace. See **Tenace.**
Mis-cut. False cut.
Misdeal. One characterized by some irregularity or illegality.
Mis-draw. False draw.
Negative Double. Same as informatory double.
Net Points. The total points of the winners of a rubber minus the total points of the losers.
Net Score. Same as net points.
Non-Danger Hand. Hand opposite the Danger Hand.
North. In conventional diagrams, dealer's partner.
No Trump. A hand in which all suits are plain suits.
Nullos. An unauthorized, and now obsolete, form of the game in which points were scored for losing instead of winning tricks.
Obligatory Duck. Third hand holding second best of a suit, and knowing that Fourth Hand holds best, and that Partner does not hold third best, should duck card played on his right.
Odd Tricks. Tricks won by Declarer after he has won six tricks.
Open Hand. Dummy. See **Closed.**
Opening Lead. First lead of a suit (by any player). See also **Initial Lead.**
Opponent. Antagonist. See **Adversary.**
Original Bid. The first bid made.
Original Lead. Initial lead.
Outgoers. Those who draw low and sit out the next rubber.

Over, Under. A player sits "over" the player on his right, and "under" the player on his left.

Overbid. Any legal bid after the first bid.

Overcall. Overbid.

Overplay. See **Duplicate, Memory.**

Over-ruff. To over-trump a player who has ruffed.

Overtricks. Tricks won by Declarer in excess of his contract.

Pack. A correct pack consists of fifty-two cards, divided into four suits of thirteen cards, each suit containing one card of each denomination. An imperfect pack is one containing one card (or more) soiled, torn or in any way so marked that it may be identified from its back.

Partner. One of two players who constitute a side and have common interests.

Partnership. Two players who constitute a side.

Pass. To forego the opportunity to bid, double, or redouble. See also **Business Pass** and **Informatory Pass.**

Penalty. An advantage accruing under the Laws to one side by reason of a breach of the Laws by the other side.

Perfect Pack. See **Pack.**

Pianola Hand. One requiring little or no skill to play.

Plafond. French name for Contract.

Plain Suit. Any non-trump suit.

Play. That which begins after the end of the Auction and ends when the Hand ends.

Player. One of the four members of a table who play the current rubber.

Playing to the Score. Planning the bidding or play of the hand with respect to an existing score and not as it would have been planned with score at love.

Points. Amounts scored. See **Net, Total.**

Post Mortem. Discussion of a hand after it has been played.

Pre-emptive Bid. A bid designed to shut out other bids.

Preference Bid. A bid made to show preference for one suit over another, rather than strength (in case partner has bid a two-suiter).

Premium. Bonus.

Progressive. A form of play in which one-half of the players move from one table to another.

Protected Suit. One containing an Ace or guarded high card.

Protection from Revokes. The Dummy player, leaving the table temporarily, may require the adversaries to call Declarer's attention to his failure to follow suit.

Push. To overbid for the purpose of inducing the opponents to assume a losing contract.

Quick Trick. A card (or combination of cards) which will win on the first or second round.

Quit. A card or turned trick is quitted when the player no longer touches it.

Raise. To advance partner's bid. See **Advance.**

Raiser. A strong suit, high card, singleton or the like which helps to justify a raise.

Rank of Cards. Their relative values in winning tricks and drawing.

Rank of Suits. Their relative values in drawing and bidding.

Re-bid. A second (higher) bid of a player's own previous bid.

Redouble. Double of a double.

Re-entry. A card which will take a trick and enable a player to regain the lead.

Refuse. To fail to follow suit. See **Renounce, Revoke.**

Renounce. To refuse when able to follow suit. See **Revoke.**

Rescue. To take out a partner whose bid seems likely to result badly, or to bid another suit after a partner's bid has been doubled.

Reverse Bids. An unauthorized, and now obsolete, form of bidding by which the rank of cards was reversed, Ace being low, and Deuce high.

Revoke. To renounce and fail to correct the error in time to avoid the penalty.

Round. Dealer's first declaration starts the first round of bidding; his second, the second round, etc.: the first lead of a suit starts the first round of that suit; the second lead of the suit, the second round, etc.

Rubber. Two games won by same side.

Rubber Bonus. In Bridge, 250 points allowed for winning two straight games or two out of three. In Contract, a bonus allowed for winning final game.

Rubber Game. The third game of a rubber.

Ruff. To trump a lead of a plain suit. A **Cross Ruff** occurs when each partner leads a suit which the other can ruff. See also **Over-ruff.**

Ruffing Out. Trumping the low cards of a suit before playing its high cards.

Rule of Eleven. See **Fourth Best.**

Run (a suit). When holding two or more winning cards of a suit, to lead them all.

S. O. S. (redouble). Redouble made to indicate weakness rather than strength.

Score. See **Net** and **Total.**

Score Sheet. Sheet on which all points are entered.

Seat. Place at table.

Second Hand. See **Hand.**

Secondary Bid. Bid made by player who has previously passed.

See Saw. A cross ruff.

Semi-Two-Suiter. A hand containing one 4-card and one 5-card suit, either strong enough for an initial bid.

Senior. Player at Declarer's left.

Sequence. Two or more cards in proximate relation as to denomination.

Set. To defeat (the contract).

Set Declaration. See **Slam Bidding.**

Settling. Verifying the respective net scores of the two sides.

Shift. Bidding first one suit and later another.

Short Suit. One in which the player originally held three cards or less.

Shuffle. To mix the cards preparatory to dealing.

Side. Two players playing as partners.

Side Suit. A suit containing support for the suit being bid, or for the trump-suit.

Signal. An irregular but conventional play intended to convey information.

Simple Honors. Three honors. (Obsolete term.)

Singleton. An original holding of a single card of a suit. See **Doubleton.**

Slam (or Grand Slam). Winning thirteen tricks. See **Small Slam.**

Slam Bidding. In Contract, special bidding conventions used by partners to arrive at a slam contract, after they have determined their best declaration by conventional bidding. The determination of the best partnership declaration is called "setting the declaration" or "meeting of the minds."

Small Slam. Winning twelve tricks.

Solid Suit. One of such length and strength as to be practically sure of winning every trick in that suit.

Solus. A card is solus when it is a singleton.

South. In conventional diagrams, the dealer.

Spread. (n) A hand which Declarer can show in proof of his ability to win all thirteen tricks. (v) To "claim the rest."

Squeeze Play. Leading winning cards until an opponent is compelled to unguard a suit by discarding.

Still Pack. The pack not being used in the deal or the play of the hand.

Stop. To prevent an adverse run.

Stopped (suit). Guarded.

Stopper. Card which will stop a suit.

Strength. High cards. See **Length.**

Strengthening Card. A medium card played to draw adverse high cards.

Stripping. Elimination.

Substitute. A player who temporarily takes the place of another during a rubber.

Sufficient bid. One which is higher than the last previous bid.

Suit. The thirteen cards of a kind; Clubs, Diamonds, Hearts or Spades.

Suiting Out. (1) Elimination; (2) Ruffing Out.

Sure Trick. A card (or combination of cards) which must win a trick if the suit be continued.

Symmetry. The theory that a certain formation in one hand makes probable certain concomitant formations in the other three hands.

Table. A group of four, five or six members who furnish the players for a series of rubbers.

Take-out. The overbidding (in a different suit) of partner when no adverse bid has intervened. See **Jump.**

Tenace. A card with the next higher but one, or the next lower but one, of the same suit. Major tenace, Ace-Queen; Minor tenace, King-Jack; Double Tenace, Ace-Queen-Ten. **Imperfect Tenace.** Ace-Jack, King-Ten, etc.

Third Hand. See **Hand.**

Thirteener. Card remaining when twelve of the suit have been played.

Throwing the Lead. Playing a card which compels another player to take the trick.

Tierce. Three cards in sequence. Tierce Major, Ace-King-Queen; Tierce Minor, King-Queen-Jack.

Top of Nothing. Highest card of a holding which contains no card of that suit higher than the Nine.

Tops. Aces and Kings.

Total Points. Trick-score plus honor-score.

Total Score. Same as total points.

Touching Honors (or Cards). Two or more in sequence.

Trick. Four cards legally played, beginning with a lead.

Trick-score. (1) Total points won by odd tricks and counted toward game. (2) The place on the score sheet, where points for tricks are entered. (See also **Honor-score.**)

Trump Suit. A suit designated by the bidding to be so called; any trump is a winner as against any card of a plain suit.

Two-suiter. Hand containing two suits both strong enough for an Original Bid.

Unblock. Getting rid of high cards so as to avoid being left in the lead.

Under. See **Over.**

Underplay. To duck.

Undertricks. Those won by adversaries beyond their book.

Void (of). Holding none of (a suit). See **Blank Suit.**

Vulnerable. In Contract, a side is vulnerable when it has won one game. When the game score is one-all, both sides are vulnerable.

West. In conventional diagrams, the player on dealer's left.

Winning Declaration. Final declaration.

Yarborough. A hand which contains no card higher than a Nine.

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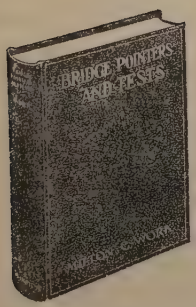

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